

OFFENSE



1996

1

1999 Training Camp Installation

[illegible]

3

Individual Wide Receivers

Section 2

MIAMI DOLPHINS WIDE RECEIVERS INDIVIDUAL SECTION

FORD'S FOLLIES

Improve our listening ability
Able to run all day
Minimize mental breakdowns
NO CHAPS – Clipping • Holding • Alignment • Pass Interference Penalties
Proper attitude of being a complete ball player
Be aggressive blockers
Average 17.1 yards per catch
Ability to blow out the fuses

6 P's – Perfect Practice Prevent Piss Poor Performance

5 steps in Blocking

1. A sincere want
2. Keep your head up / Move your feet / Control the defenders shoulder pads
3. Shoot the hands / Stay below the defenders powerline
4. Anticipate the Defenders move
5. Aggressive 2nd & 3rd effort

Types of Blocks

Run Thru

Vs bump & run come off the LOS. Run thru the outside number of the defender. Do not stop, run hard until you hear the whistle. Take him to the popcorn stand. Come off the LOS. POA outside number of deep 1/3. Shoot the hands at the outside number. Move your feet.

Drive & Crack

Play is going away. We want to be aggressive. Run thru the defenders thigh.

Drive & Cut

Used mainly by the X receiver vs cov 2 corner when blocking 1st secondary support. Stay parallel to LOS. POA inside numbers.

Rooster

Stance

2 point stance with inside leg up. With emphasis placed on feel tension of the quadriceps muscle of the forward leg. Release from the LOS when the football is snapped. CP: Watch the football.

Alignment

The play will govern the alignment of the receivers.

See example: 1 & 2

Rule of Thumb:

If the ball is in the middle of field, in regular formation, X & Z will align at the bottom of the numbers. If the ball moves 1 yard toward you, you move 1 yard outside the numbers. No wider than 3 yards outside the numbers. If the ball moves 1 yard away from you, you move 1 yard closer to the ball. No further than the top of the numbers.

Max Alignment

The play will govern the alignment. Ball is on the hash. Short field receiver aligns 8 yards from sideline, wide field receiver top of the numbers.

See example: 3

Slot Rule

The play will govern which receivers will set the alignment. The other receiver will align 6 yards from him.

See example: 4

BUMP & RUN RELEASES

Diamond

45 degree angle inside or out. Get yourself back into a straight line. Use a minimum of 3 steps.

Clear

Release from the LOS with no shuffle. Clear your near shoulder upfield from the defender's hands quickly and aggressively.

Swim

Grab release side wrist of defender. Lateral cross with far hand & press defender's shoulder blade.

Chop

Any combination of a release. Quick aggressive hand chops on the defender's wrist.

Engage

The defender has you in the grasp. Run upfield grab defenders wrist with both hands & throw.

PATTERN BREAKDOWN

Two ingredients we must master to be a great route runner. Come off the LOS & the ability to accelerate out of the cut.

Take Off

Must master for both run & pass. Come off the LOS hard & low.

Stem

Body control speed with a little wiggle vs trail technique.

Stick

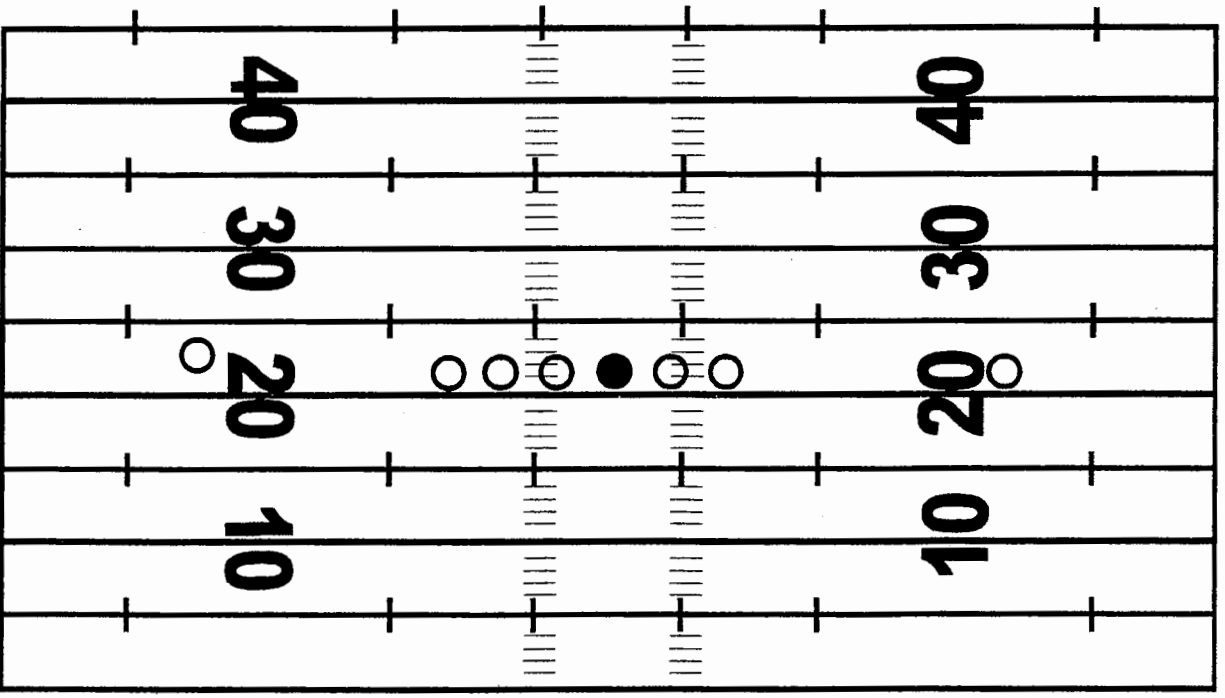
Along step or upper body take away from the final direction.

Final Step

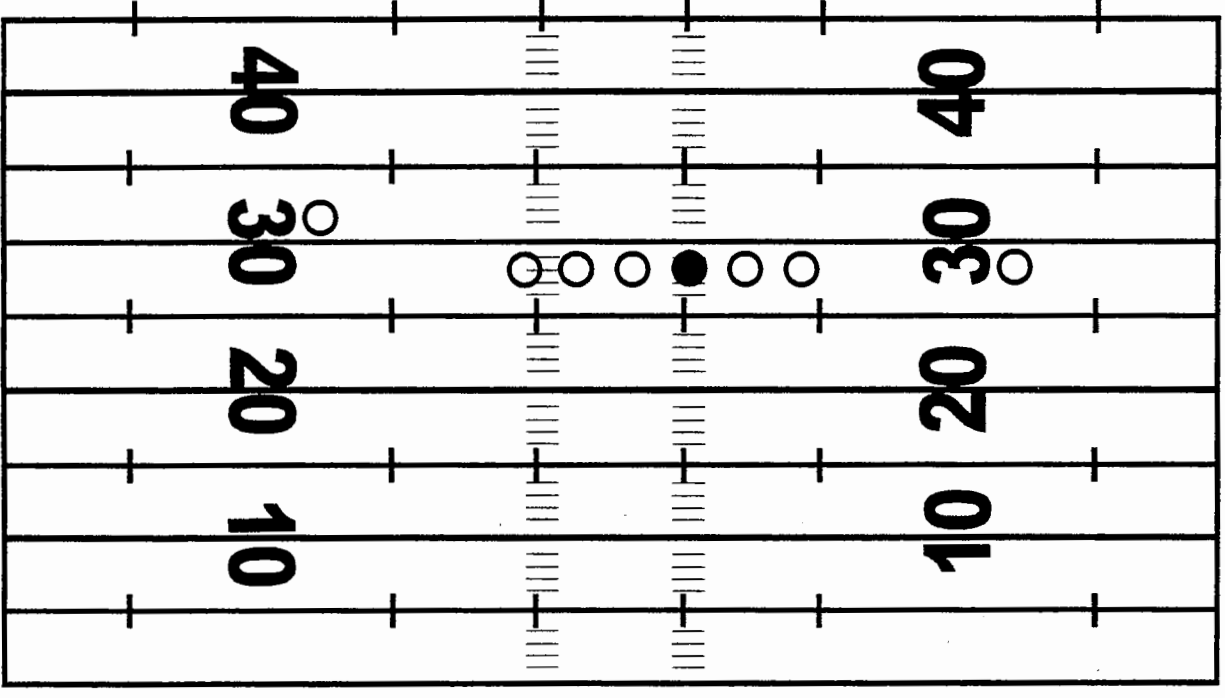
Proper body angle, head first, accelerate out of your cut to the football.

Catching

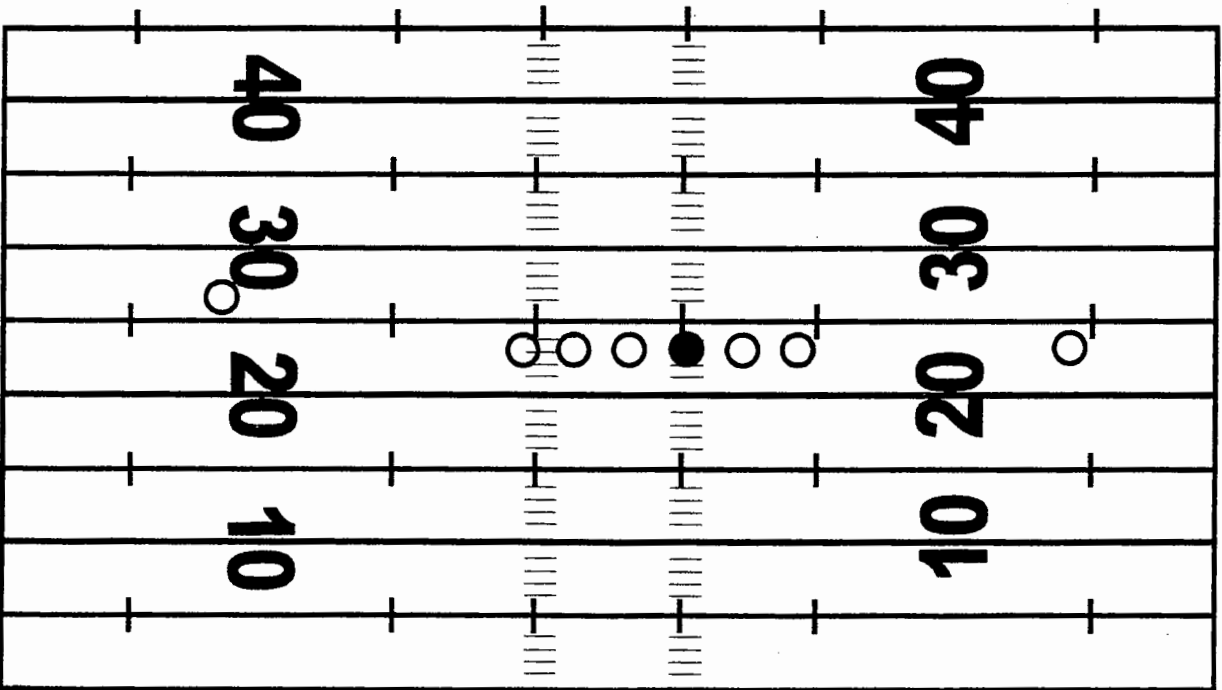
Watch the point, grab the fat, tuck away with both hands then score!!



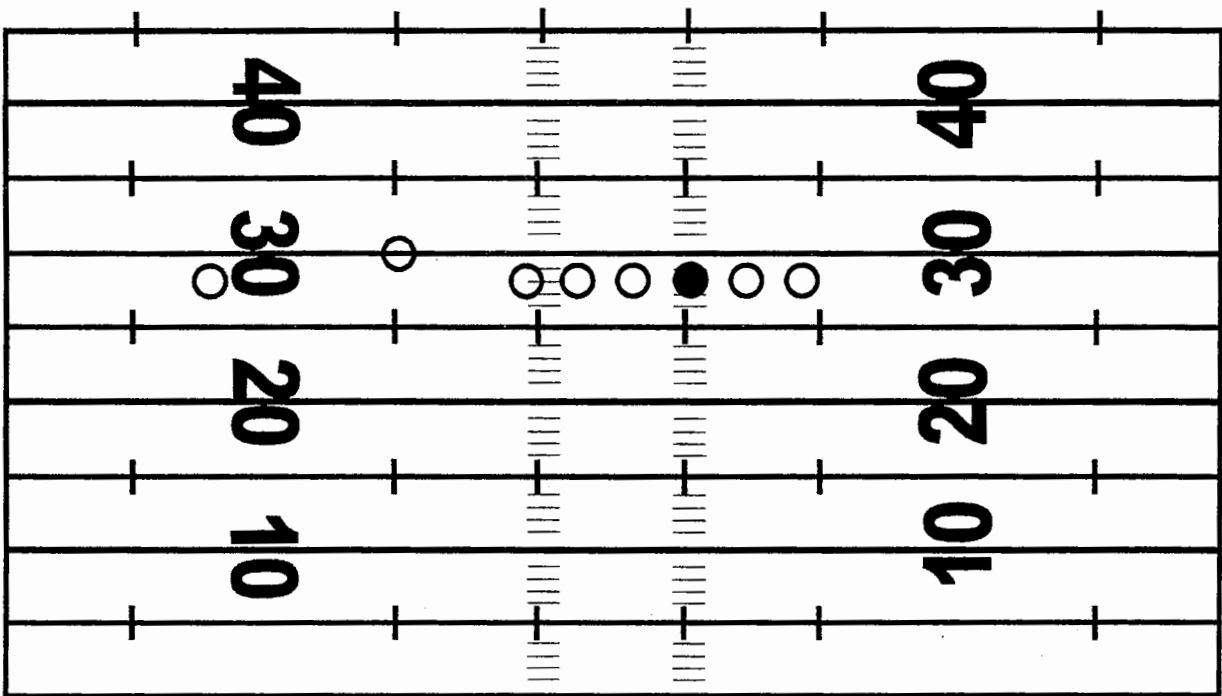
Example 1: Regular alignment - middle of the field



Example 2: Regular alignment on the hash



Example 3: Max alignment



Example 4: Slot alignment

Individual Hand Signals

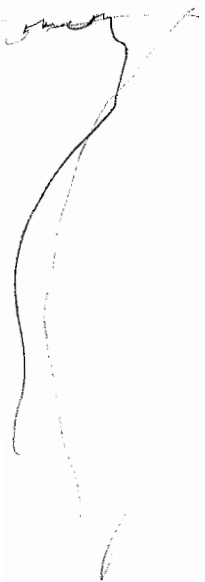
The following are individual hand signals given to a wide receiver to take advantage of DB's technique.

1.	One Finger Down	=	HITCH	=	HITCH and GO
2.	Two Fingers Down	=	SLANT	=	SLANT and GO
3.	Three Fingers Down	=	QUICK OUT (4-6)	=	QUICK OUT and GO
	Three Fingers Down	=			
4.	Four Fingers Down	=	CURL (12 yds)	=	CURL and GO
	Four Fingers Flexing	=			
5.	Five Fingers Down	=	TAKEOFF		
6.	Five Fingers Flexing	=	POST		
7.	Closed Fist	=	OUT (12 yd)		

Individual Hand Signals

The following are individual hand signals given to a wide receiver to take advantage of DB's technique.

1.	One Finger Down	=	HITCH (1)	HITCH and GO
2.	Two Fingers Down	=	SLANT (2)	SLANT and GO
3.	Quick Turning of Key	=	QUICK OUT (4-6 yds) (QK3)	
4.	Three Fingers Down	=	OUT (10-12) (3)	OUT and GO
5.	Four Fingers Down	=	CURL (14 yds) (4)	CURL and GO
6.	Five Fingers Down	=	COMEBACK (5)	
7.	Pointer & Little Finger	=	POST (8)	
8.	Closed Fist	=	TAKEOFF (9)	
9.	Closed Fist Thumb Out	=	SQUARE IN (6)	



Terminology

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General Glossary

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Terminology

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General Glossary

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GENERAL GLOSSARY OF OFFENSIVE TERMS

AUDIBLE	REFERS TO THE QB CHANGING THE PLAY AT THE LOS.
AWAY	BLOCKING OR FAKING AWAY FROM PLAY CALLED.
BASIC	THE STANDARD, NORMAL PROCEDURE.
BLAST	ROUTE ADJUSTMENT FOR THE Y ON SOLID PROTECTION VS #3 AND #4 RUSHING.
BOX	THE AREA AROUND THE OFFENSIVE FRONT 5 YARDS OFF THE LOS AND 2 YARDS OUTSIDE THE TE AND GHOST TE.
C.P.	COACHING POINT.
CENTER BUBBLE	CENTER COVERED BY A LB OVER HIM.
DOUBLE AREA	AREA OUTSIDE HIP OF THE WEAKSIDE TACKLE.
EMOL	END MAN ON LINE OF SCRIMMAGE.
FB	DENOTES FULLBACK.
FIRST FORCE	BLOCKER RESPONSIBLE FOR DEFENSIVE BACK THAT HAS PRIMARY FORCE.
GAP	AREA BETWEEN TWO OFFENSIVE PLAYERS.
GUARD BUBBLE	GUARD COVERED BY A LB OVER HIM.
HB	DENOTES HALFBACK.
HOLE NUMBER	THE MAN OVER WHICH THE PLAY IS RUN.
L.O.S.	LINE OF SCRIMMAGE.
LANDMARK	DESIGNATED POINT AT WHICH A LINEMAN MAKE CONTACT WHEN EXECUTING DIFFERENT TYPES OF BLOCKS. OR BALL CARRIER'S AIMING POINT.
LB'S	LINEBACKERS.

LEVEL 1 LINE OF SCRIMMAGE.

LEVEL 2 DEFENDERS ALIGNED AT LINEBACKER DEPTH.

MAN ON DEFENSIVE MAN ALIGNED ON THE L.O.S. ON ANY PART OF OFFENSIVE BLOCKER.

MAN OVER DEFENSIVE MAN ALIGNED OFF L.O.S. ON ANY PART OF THE OFFENSIVE BLOCKER.

MIDDLE THIRD BLOCKER RESPONSIBLE FOR DEFENSIVE BACK THAT HAS OCCUPIED MIDDLE OF FIELD.

N/T NOT THERE.

OFFSIDE THE SIDE AWAY FROM WHICH PLAY IS RUN.

ONSIDE THE SIDE TO WHICH PLAY IS RUN.

P.O.A. POINT OF ATTACK.

PLAYSIDE GAP GAP CLOSEST TO THE P.O.A.

POCKET THE ARRANGEMENT OF THE ARMS AND HANDS TO TAKE A HAND OFF. ALSO THE AREA WHERE THE QB WILL SET UP TO THROW THE BALL.

Q A TERM WHICH DESIGNATES A CERTAIN RECEIVER TO LOOK QUICK IF A BLITZ OCCURS ON A PASS PLAY.

SECOND FORCE BLOCKER RESPONSIBLE FOR DEFENSIVE BACK THAT IS SECONDARY FORCE.

SIGHT ADJUSTMENT ROUTE ADJUSTMENT BY X VS. A WILL/FREE SAFETY OR WILL WEAK CORNER BLITZ.

STRONG SIDE THE SIDE OF T.E.

TACKLE BUBBLE TACKLE COVERED BY A LB OVER HIM.

TO BLOCKING OR FAKING TOWARD PLAY CALLED.

TRIPS AREA AREA OUTSIDE HIP OF THE TIGHT END.

UNCOVERED NO DEFENSIVE MAN ON OR OVER AN OFFENSIVE BLOCKER.

WEAK SIDE THE SIDE AWAY FROM T.E.

Z

DENOTES STRONGSIDE WIDE RECEIVER.

Y

DENOTES TIGHT END.

X

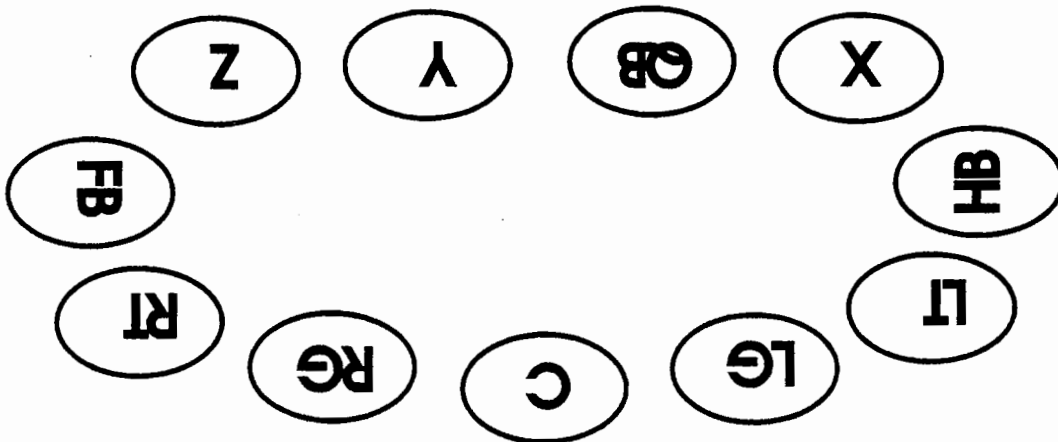
DENOTES WEAKSIDE WIDE RECEIVER.

ITEM
Huddle

Huddle

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HUDBLE PROCEDURE



FORMING AND BREAKING THE HUDDLE

ALIGNMENT

CENTER - Set the huddle - 7 yards from the ball
FRONT 5 - Center and Guard's back parallel to the L.O.S. Tackles turned in at approximately 45° angle. Hands on knees - good squared up position - eyes on the QB.
BACKLINE - Align in corresponding gaps created by the Front 5 - hands on knees - good squared up position - eyes on the QB.
FULLBACK and HALFBACK - Close out the huddle by facing each other - hands on knees - good squared up position - eyes on the QB.

PROCEDURE

QUARTERBACK - Step into the huddle and call the following information:
a. Formation
b. Any Movement
c. Play
d. Blocking Pattern
e. Pass Pattern
f. Snap Count

THE BREAK - On the command of "Ready - Break", all clap hands, turn inside, jog to the L.O.S.

POINTS of EMPHASIS

QB - you have complete control of the huddle.
QB - you must be constantly aware of the amount of time remaining on the 25/40 second clock.
Huddle discipline is of great importance as this is where every successful play begins.
Get in and out of the huddle as quickly as possible as we only have 25/40 seconds between each play.

Cadence Play Calling

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Cadence

The cadence system is based on our attempt to take advantage of surging defenses either to catch them offside or off-balance while they are attempting to "get back". This cadence system is known as a non-rhythmic count. The five basic snap counts we will use are: "Second Sound", "Third Sound", and "Numbered Sound (1,2,3)". Remember, going on the "second sound and third sound" will help our pass protection and keep the defensive line tense and off balance.

Snap Counts

1. Second Sound - QB: "Set (pause) Hut".
Second sound all will go.

2. Third Sound - QB: "Set (pause) Hut (pause) Hut".
Ball is snapped on 2nd Hut good change up cadence.

3-5. Numbered Sound - A. On 1-Indicates we will go on the first "Hut" after the color and number are repeated twice.
QB: "Set. (Pause) Green 18 (Pause) Hut" (go on first HUT).

B. On 2-Indicates we will go on the second "Hut" after the color and number are repeated twice.

QB: "Set. (Pause) Green 18 (Pause) Hut (Pause) Hut" (go on 2nd HUT).

C. On 3-Indicates we will go on the third "Hut" after the color and number are repeated twice.

QB: "Set. (Pause) Green 18 (Pause) Hut (Pause) Hut (Pause) Hut" (go on 3rd HUT).

Used from Gun in opponents stadiums when crowd noise makes it difficult for the Center and Line to hear signals.

Silent Count

A. Center looks back at QB & watches for him to pat inside thigh deliberately. Then Center looks up to check defense and snaps the ball when ready. Line be alert for the ball to be snapped once the Center raises his head.

The Center can use:

"Quick" call- Center will snap ball immediately after raising his head.

"Slow" call- Center will snap ball with a pause, after raising his head.

(Center makes this call in the huddle.)

B. QB must use hand signals for routes. These are given before QB pats inside thigh.

C. Movement is controlled by the QB. Any movement must be done before QB pats inside of thigh. QB signals mover to start

Check With Me System

When 2 opposite side plays (Run/Run CWM or Pass/Pass CWM) are called in the huddle, the directional call will be determined by the number in the cadence. Even Double Digit #'s go right; Odd Double Digit #'s go left.

Ex: Huddle- "Double Right Belly CWM on one."
Cadence- "Set... Green 55... Green 55... Hut."

The play is Belly Lt.

If a Run/Pass CWM is called, the play will be determined by the color in the cadence or the last two digits of the pass. The color that indicates run will be **RED** and the color which indicates pass will be **BLUE**.

Ex: Huddle- "Weak Right Call Left or Quick Flood Rt 212 Flat CWM on two."

Cadence- "Set... Blue 12 ... Blue 12 ... Hut... Hut..."
Cadence- "Set... Red 55... Red 55... Hut... Hut..."

The play is Quick Flood Rt 212.
 The play is Call Left.

We can use any of our 5 snap counts with **Check with Me's**. When using 2nd Sound or 3rd Sound, the directional call must come before the cadence.

Directional Calls:

Left	Right
Odd	Even
West	East
Odd Dbl. Digits i.e. 33,55	Even Dbl. Digits i.e. 44,66

Ex: Huddle- "Ace Right Belly CWM Second Sound."
Cadence- "East... East... Set... Hut..."

The play is Belly Right.

Audibles: In special situations audibles may be used. We will determine a live color to key in such audibles.

Snap Counts

Normal Snap Counts	Alternative Snap Counts
Second Sound	B
Third Sound	C
On 1	100
On 2	200
On 3	300
	Wednesday

* Repeat the call in the huddle = "Check-Check".
 * Repeat the snap count = "Miami".

Personnel Formation Movement

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Palms Up

2 Fingers Down

2 Fingers & Thumb

Crossed Fingers

Zorro Signal

2 Fingers Down /
Crossed Fingers*

2 Fingers & Thumb /
Crossed Fingers

Thumb / Little Finger

3 Fingers Sideways

4 Fingers Waving

Regular

2RB 2WR 1TE

1FB 2WR 2TE

1HB 2WR 2TE

2RB 1ZR 2TE

2RB 1XR 2TE

1FB 1ZR 2TE

1HB 1ZR 2TE

1RB 3WR 1TE

2RB 3WR No TE

1RB 4WR No TE

1RB 3WR 1TE

(TE in for HB)
(WR goes to Y, TE goes to
FB)

(TE in for HB)

(TE in for HB)

(TE in for X)

(TE in for Z)

(2TE's in for X & HB)

(2TE's in for X & FB)

(WR in for RB)

(WR in for TE)

(WR's in for FB & TE)

(FB)

Corvette - 2 HB's

Cadillac - 2 FB's

FORMATIONS

BASIC BACKFIELD ALIGNMENTS

<p>I LEFT</p>	<p>I RIGHT</p>
<p>WEAK LEFT</p>	<p>WEAK RIGHT</p>
<p>STRONG LEFT</p>	<p>STRONG RIGHT</p>
<p>SPLIT LEFT</p>	<p>SPLIT RIGHT</p>

FORMATIONS

BACKFIELD VARIATIONS

<p><u>WEAK RIGHT CHANGE</u></p>	<p><u>WEAK LEFT CHANGE</u></p>
<p><u>STRONG RIGHT CHANGE</u></p>	<p><u>STRONG LEFT CHANGE</u></p>
<p><u>SPLIT RIGHT CHANGE</u></p>	<p><u>SPLIT LEFT CHANGE</u></p>

D FORMATIONS

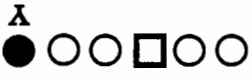

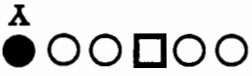









FORMATIONS

<p>DOUBLE RIGHT</p>	<p>DOUBLE LEFT</p>
<p>DEUCE RIGHT</p>	<p>DEUCE LEFT</p>
<p>DUO RIGHT</p>	<p>DUO LEFT</p>
<p>ACE RIGHT</p>	<p>ACE LEFT</p>

T FORMATIONS





FORMATIONS

T FORMATIONS			
<p><u>TRIPS LEFT</u></p>	<p><u>TRIP RIGHT</u></p>	<p><u>TRIO LEFT</u></p>	<p><u>TRIO RIGHT</u></p>
<p><u>TRIPS LEFT</u></p>	<p><u>TRIP RIGHT</u></p>	<p><u>TRIO LEFT</u></p>	<p><u>EMPTY LEFT</u> * SPECIAL NO BACK FORMATION</p>

FORMATIONS				WIDE RECEIVER POSITIONS			
RIGHT		LEFT		RIGHT		LEFT	
							
							
							

FORMATIONS

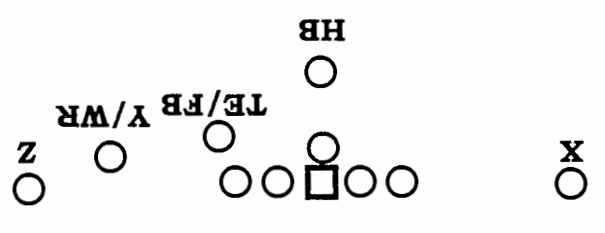
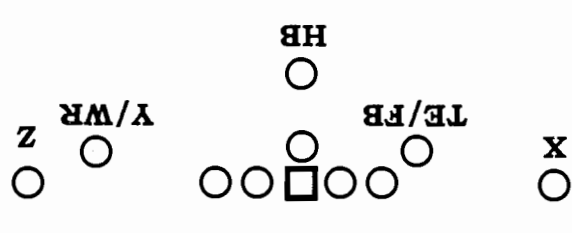
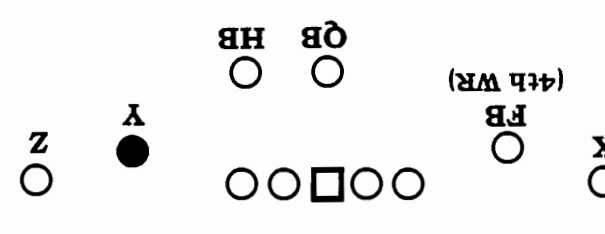
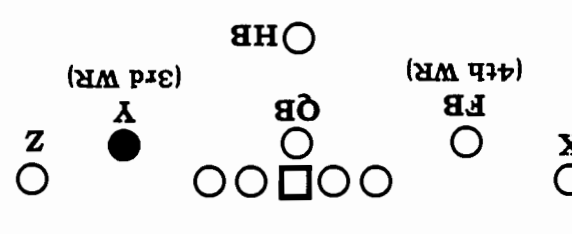
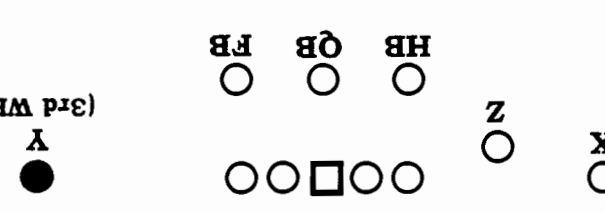
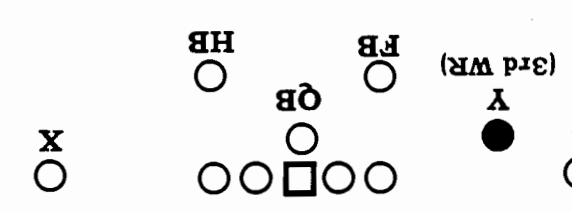
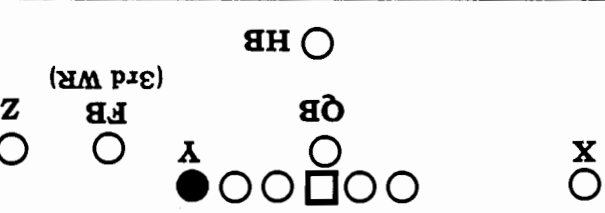
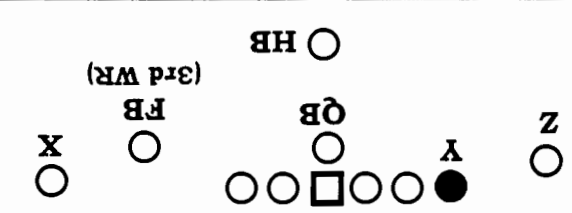
WIDE RECEIVER POSITIONS (cont.)

<p>LEFT (RECEIVER'S SWITCH)</p> 	<p>RIGHT (RECEIVER'S SWITCH)</p> 
<p>LEFT COVEY</p> 	<p>RIGHT COVEY</p> 

FORMATIONS		Y POSITIONS	
<p><u>RIGHT OFF</u></p>		<p><u>LEFT OFF</u></p>	
<p><u>RIGHT FLEX</u></p>		<p><u>LEFT FLEX</u></p>	
<p><u>RIGHT FLEX-O</u></p>		<p><u>LEFT FLEX-O</u></p>	

FORMATIONS

BASIC 3 AND 4 RECEIVER FORMATIONS

<p>FLIPPER RT</p>  <p>“DOLPHIN”</p>	<p>DOLPHIN RT</p>  <p>“DOLPHIN”</p>
<p>SPREAD RIGHT</p>  <p>“FALCON”</p>	<p>SPREAD RIGHT</p>  <p>“FALCON”</p>
<p>SPLIT RT SLOT GUN</p>  <p>“EAGLE”</p>	<p>SPLIT LEFT</p>  <p>“EAGLE”</p>
<p>TREY RIGHT</p>  <p>“HAWK”</p>	<p>DEUCE LEFT</p>  <p>“HAWK”</p>

Basic Movement

Movement is very important to our total offensive system. There are several reasons for movement in our offense: among the most prominent reasons are:

1. To create a personnel advantage by creating mismatches on our Receivers or Backs.
2. To create a personnel advantage by effecting changes in run support and force responsibilities.
3. To create secondary movement in an effort to better enable our Quarterbacks to recognize coverages.
4. To get our personnel in better position to execute their given assignment.
5. To create problems for the defense in man under coverages when attempting to hold or bump receivers at the line of scrimmage.
6. To create an opportunity for indecision, confusion and/or misalignment by the secondary.
7. To cause movement on the part of the defense, in an effort to realign their personnel with the coverage calls and changes, and not allow them to set themselves and react to familiar offensive patterns. Make the defense play "on the move."
8. To force opponents to spend practice time and effort on adjusting to movement patterns rather than improving defensive skills and schemes.
9. To create a visual complexity to the defense, yet be able to run the same basic plays from a variety of looks.

Basic Movement Terminology

Calling Movement and Formations:

All change of strength movements will be called first, then the formation. Movement which does not change strength will be called following the formation call.

Ex: "Weak Right Fly Right"-refers to fullback movement no change of strength.
 "Zoom to I Right" - refers to Z movement which changes strength.

Z Movements

Zoom- Across the formation to change the strength of the formation.
Zip- Short motion into the formation
Zip- Motion into the formation then return to original side of formation.
Zipper- Using zoom or zap motion to seal block on backside of run.

Y Movements

TEM- Align away from call. Step back off the ball, reset then motion to called formation. Ball is snapped while TE is moving.
Move- Align away from call. Use TEM movement and then reset to called formation
Mix- Align away from call. Quick move, no reset, to called formation and reset. Used with double movement.
Fake Tem- Align to formation call. Step back and reset. Show Tem motion then return to called formation. Ball is snapped while TE is moving.
Fake Mix- Mix movement but returning to formation call.

X Movements

X Zoom- Across the formation.
X Zip- Short motion into the formation.
X Zap- Motion into the formation then return to the original side of formation.

Basic Movement Terminology (cont.)

Backs Movements

- Hum-** Any movement involving the Halfback.
- Fly-** Any movement involving the Fullback.
- Shift-** Presnap shift of 1 or more RB's to a different set/formation.
- Left/Right-** directional calls for either Back.
- Short-Short** motion not crossing the formation.
- Return-** Motion from one position and returning to the original alignment.
- Cutter-** Motion to a position to seal block on the backside.

Note:

Name- When a TE or WR is substituted for a RB his name will used with a directional call.

Ex:

H Personnel "Trips Right ED Left."
Hawk Personnel- "Deuce Right OJ Right."

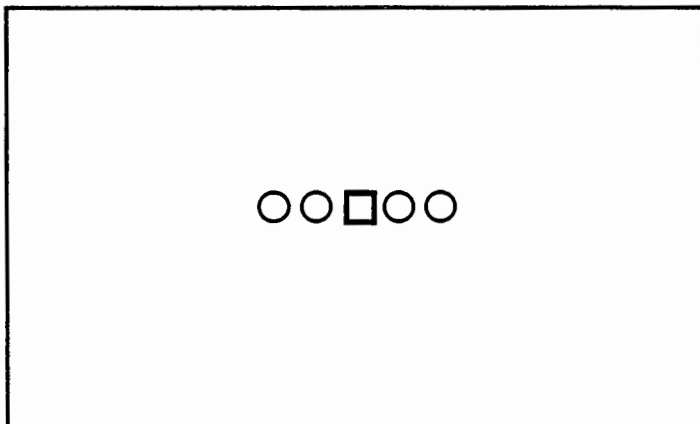
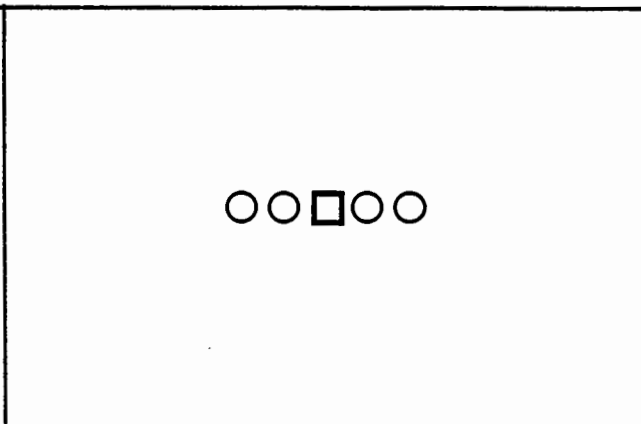
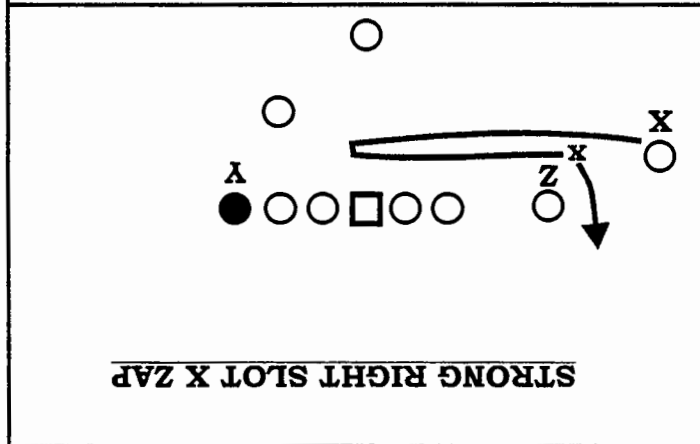
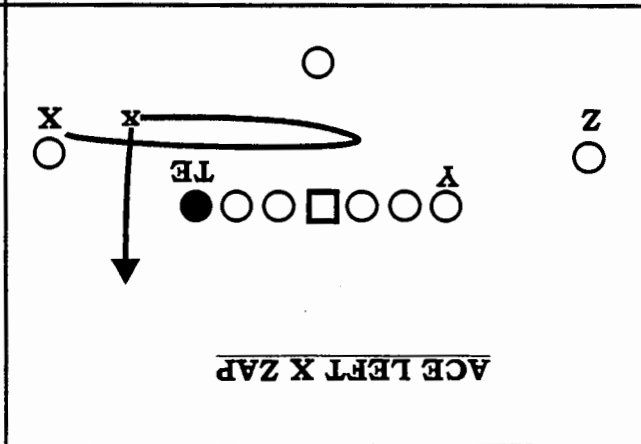
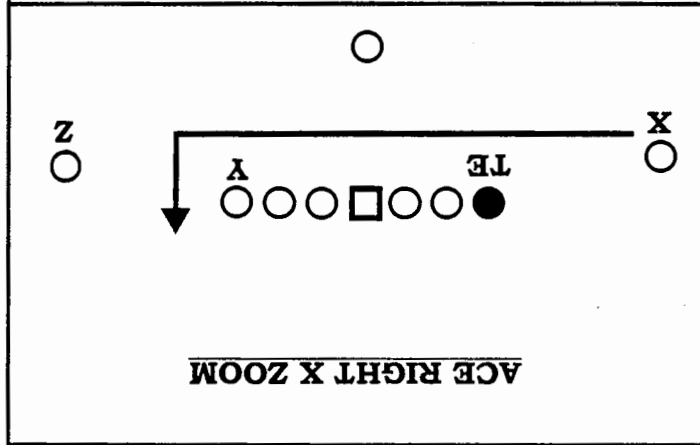
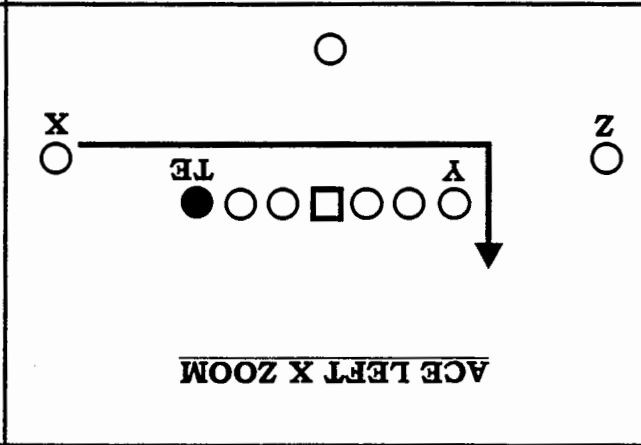
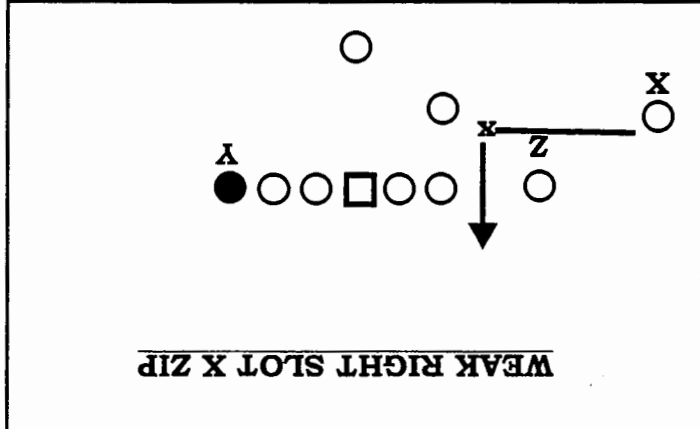
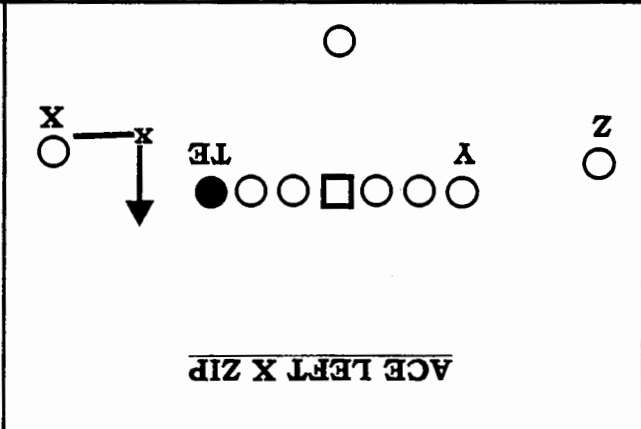
MOVEMENT

MOVEMENT OF Z RECEIVER

<p><u>WEAK RIGHT - ZIP</u></p>	<p><u>I LEFT - ZIP</u></p>
<p><u>ZOOM TO TRIPS RIGHT SLOT</u></p>	<p><u>ZOOM TO STRONG LEFT</u></p>
<p><u>I RIGHT SLOT - ZAP</u></p>	<p><u>DOUBLE LEFT ZAP</u></p>
<p><u>TRIPS RIGHT SLOT ZIPPER</u></p>	<p><u>STRONG LEFT ZIPPER</u></p>

MOVEMENT

MOVEMENT OF X RECEIVER

 <p>ACE LEFT X ZIP</p>	 <p>WEAK RIGHT SLOT X ZIP</p>
 <p>ACE LEFT X ZOOM</p>	 <p>ACE RIGHT X ZOOM</p>
 <p>ACE LEFT X ZAP</p>	 <p>STRONG RIGHT SLOT X ZAP</p>
 <p>ACE LEFT X ZIP</p>	 <p>WEAK RIGHT SLOT X ZIP</p>

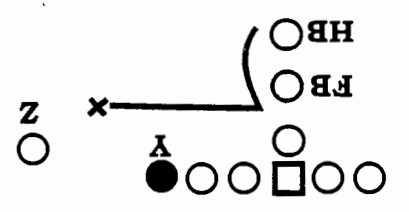
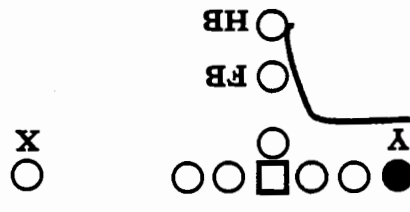
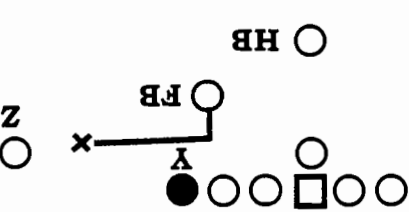
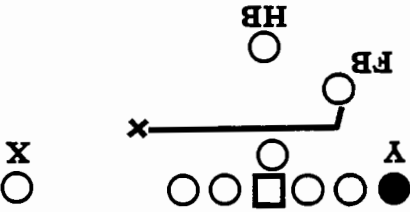
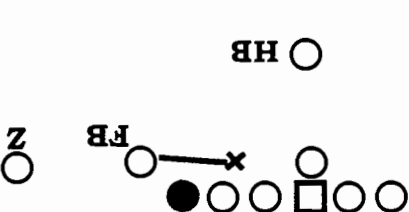
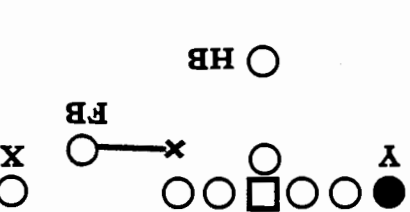
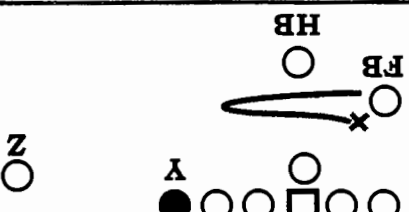
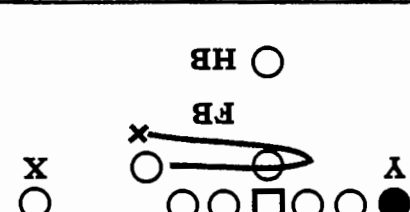
MOVEMENT

MOVEMENT OF Y RECEIVER

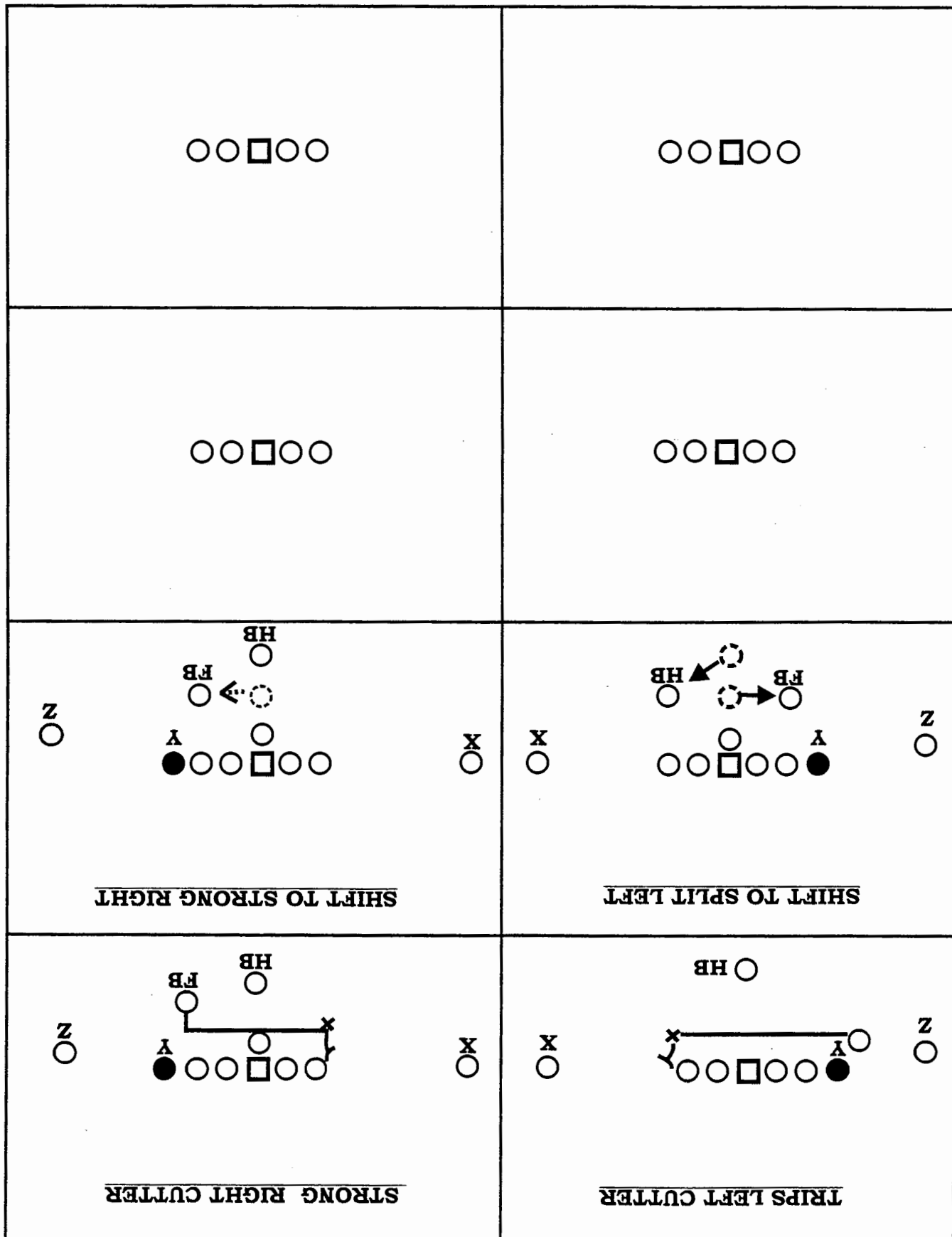
<p>MOVE TO I LEFT</p>	<p>MOVE TO I LEFT</p>
<p>MIX TO TRIPS RIGHT FLY LEFT</p>	<p>MIX TO I LEFT ZIP (QUICK MOVE)</p>
<p>TEM TO WEAK LEFT</p>	<p>TEM TO SPLIT RIGHT</p>
<p>I RIGHT FAKE TEM</p>	<p>STRONG LEFT FAKE TEM</p>

MOVEMENT

MOVEMENT OF BACKS

<p><u>I RIGHT HUM LEFT</u></p> 	<p><u>I LEFT HUM LEFT</u></p> 
<p><u>STRONG RIGHT FLY RIGHT</u></p> 	<p><u>STRONG LEFT FLY RIGHT</u></p> 
<p><u>TRIPS RIGHT FLY SHORT</u></p> 	<p><u>DEUCE LEFT FLY SHORT</u></p> 
<p><u>WEAK RIGHT FLY RETURN</u></p> 	<p><u>DOUBLE LEFT FLY RETURN</u></p> 

MOVEMENT OF BACKS (con't.)



Defensive Identification

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Fronts

Defensive Terms

FRONT	REFERRING TO THE ALIGNMENT OF DOWN LINEMAN AND LINEBACKERS.
LOOSE	4-MAN, "WILL" LINED UP INSIDE DE. (3 MAN WEAKSIDE REDUCTION) WEAK T BUBBLE.
SINK	4-MAN, "SAM" LINED UP INSIDE DE. (3 MAN STRONGSIDE REDUCTION) STRONG T BUBBLE.
SQUIRM	LB ALIGNED ON HEAD OF TE WITH DE OUTSIDE OF LB.
CRACK POSITION	"WILL" OR "SAM" ON L.O.S. 1 YD OUTSIDE DE (FACE IN).
STACK	LBER LINED UP BEHIND OR INSIDE DL.
TRIPLE	CENTER AND BOTH GUARDS COVERED BY DEFENSIVE LINEMEN.
TUFF	LBER WALKED UP ON LOS COVERING AN OFFENSIVE LINEMAN.
TWO GAP	DEF-MAN CHARGING TO HEAD UP POSITION - RESPONSIBLE FOR GAP EITHER SIDE.
SPY MAN	DEF-MAN IN CONTROL CHARGE, RESPONSIBLE FOR DRAW & SCREEN.
W/S BLITZ	WEAK SAFETY BLITZING.
S/S BLITZ	STRONG SAFETY BLITZING.
KEY BLITZ	LB OR SAFETY BLITZING WHEN THEIR COVERAGE BLOCKS OR GOES AWAY.
CORNER BLITZ	CORNER BLITZING
BOSS	BACKERS OVER STRONG.
BOW	BACKERS OVER WEAK.
SECONDARY	REFERRING TO THE GROUP OF DEFENSIVE BACKS ON THE FIELD.
FOX	WHEN THE F/S "COMES DOWN" TO A LBER ALIGNMENT.
JOKER	WHEN THE S/S "COMES DOWN" TO A LBER ALIGNMENT.
NICKEL	A DEFENSIVE GROUPING WITH 5 DEFENSIVE BACKS ON THE FIELD.
DIME	A DEFENSIVE GROUPING WITH 6 DEFENSIVE BACKS ON THE FIELD.
QUARTER	A DEFENSIVE GROUPING WITH 7 DEFENSIVE BACKS ON THE FIELD.

DEFENSIVE FRONT DESCRIPTION

CENTER will call out the defensive front at the L.O.S. We will see 3 man and 4 man lines. The base 3 man line front is the 34 defense (3 down linebackers). A weak adjustment by the defensive end and the Mike LB is a 5 adjustment making the defense a 35. A strong adjustment is a 7, thus making it a 37 defense. We call the combination of a 5 and 7 adjustment a 9, making it a 39 defense (triple look). When the nose offsets at least to the strong Guard and the weak end kicks down inside, this is a 38 adjustment (full line overshift - even look). When the nose offsets weak at least to the weak guard and the strong end kicks down inside, this is a 36 adjustment (even look). Some teams will "cock" the nose, if nose "cocked" strong, this is a 34Q, if "cocked" weak, this is a 34Q.

The base 4 man line defense is the 4-3 (4 down linemen and 3 LB's). The 5, 7, and 9 adjustments by the linebackers are similar to the 3 man line calls. Then the defensive tackle over the weak guard moves OVER the center, this is a 53 call (of the 4 down men, 3 are from the center strong with 3 LB's). When the strong tackle moves over the center, (UNDER) this is a 23 call.

Within the 53 and 23 defenses, you can have a 5, 7, or 9 adjustment. EX: 57, 25, or 29 (TRIPLE).

The defensive adjustment of three big men covering the center and guards we refer to as a TRIPLE. This adjustment, along with two defenders over the TE and another defender in the weak bump area (8 Man Front), is called a BEAR defense. (346, 246, 546)

When labeling NICKEL or DIME defenses, we use the same calls, except there is one or more fewer LB's so we must subtract one or more LB's depending on how many are in the game. EX: when the defense is a 4-3 spacing with only 2 LB's it would be a 42 call. When in a 23 spacing (UNDER) with only 1 LB it would be a 21 call. When in a 53 spacing (OVER) with no LB'er in the game, this would be a 50 call.

3 Man Line Fronts (30's)

<p>34</p>	<p>34</p>
<p>35</p>	<p>35</p>
<p>37</p>	<p>37</p>
<p>39</p>	<p>39</p>
<p>38 T-STG</p>	<p>38 T-STG</p>

<p>38 EVEN</p>	<p>36 EVEN</p>	<p>34-O</p>	<p>34-Q</p>	<p>37 BOS</p>
<p>38 EVEN</p>	<p>36 EVEN</p>	<p>34-O</p>	<p>34-Q</p>	<p>36 M-WK</p>

4 MAN LINE FRONTS - EVEN (40's)

<p>43</p>	<p>43</p>
<p>45</p>	<p>45</p>
<p>47</p>	<p>47</p>
<p>49</p>	<p>49</p>
<p>45 WIDE M-STG</p>	<p>45 SQUIRM-M STG</p>

4 MAN LINE FRONTS - UNDER (20's)

<p>23</p>	<p>23</p>
<p>25</p>	<p>25</p>
<p>29 (TRIPLE)</p>	<p>29 (TRIPLE)</p>
<p>24</p>	<p>24</p>
<p>23 WILL HIP</p>	<p>25 WIN (WILL INSIDE)</p>

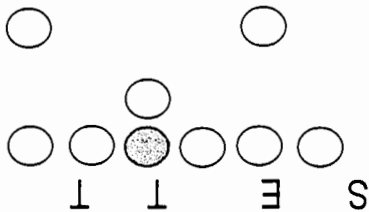
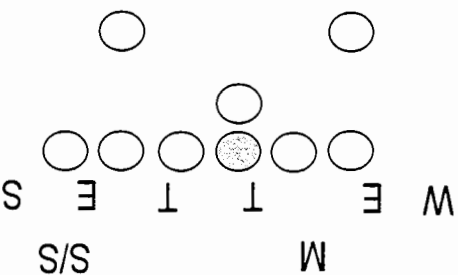
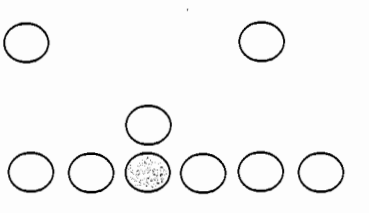
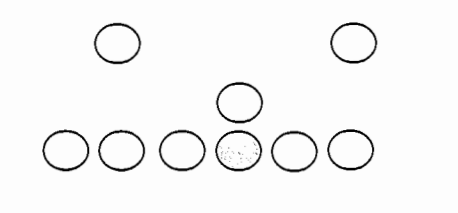
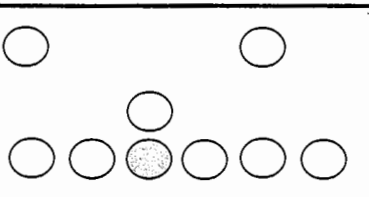
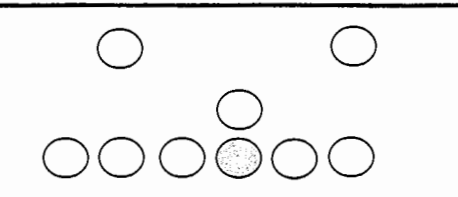
4 MAN LINE FRONTS - OVER (50's)

<p>53</p> <p>W E T T S</p> <p>M</p>	<p>53</p> <p>S E T T W</p> <p>M</p>
<p>57</p> <p>W E T T S</p> <p>M</p>	<p>57</p> <p>E W T T S</p> <p>M</p>
<p>59 (TRIPLE)</p> <p>W E T T S</p> <p>M</p>	<p>59 (TRIPLE)</p> <p>E W T T S</p> <p>M</p>
<p>54</p> <p>W E T T S</p> <p>M</p>	<p>54</p> <p>E W T T S</p> <p>M</p>
<p>57 BOS</p> <p>W E T T S</p> <p>M</p>	<p>53 WIDE STACK</p> <p>E W T T S</p> <p>M</p>

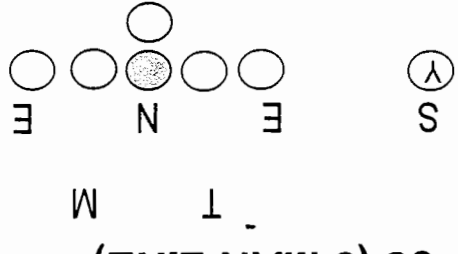
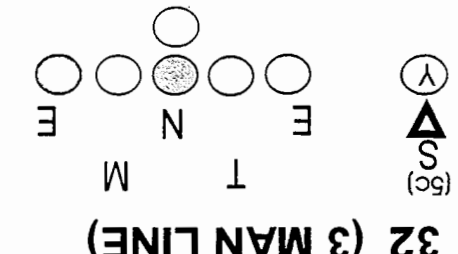
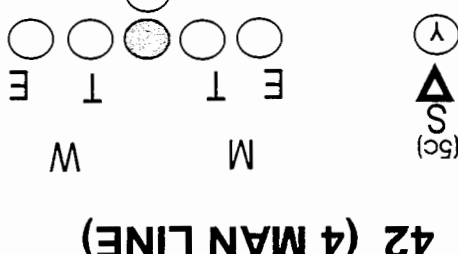
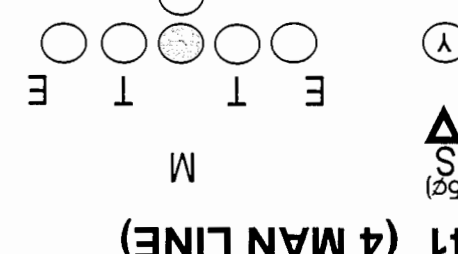
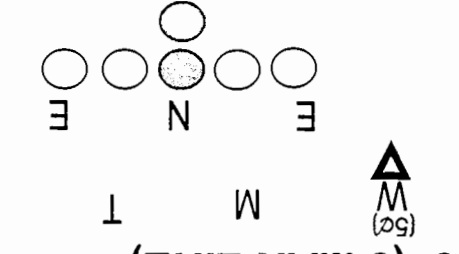
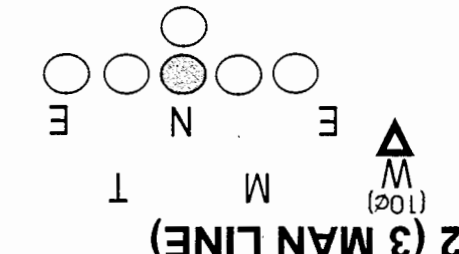
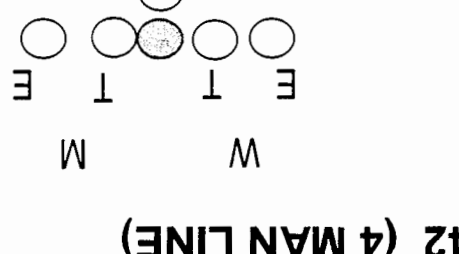
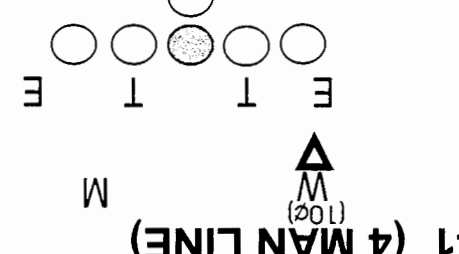
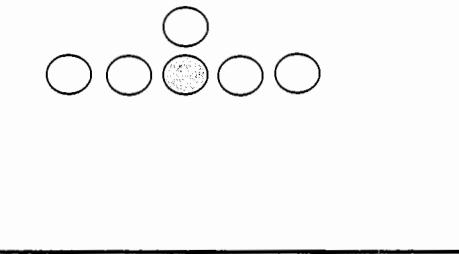
BEARS FRONTS

<p>346 ADJUST</p> <p>NOTE: Vs 2 back formations, if the SS is out in coverage, we refer to that front as "adjust"</p>	<p>346</p> <p>T</p>
<p>246 ADJUST</p> <p>NOTE: This is the normal adjustment vs one back.</p>	<p>246</p> <p>W</p>
<p>546 SOLID ADJUST</p> <p>M</p>	<p>546</p> <p>M</p>
<p>46 PINTO (5 Down Linemen)</p> <p>\$ M</p>	<p>46 PINTO (5 Down Linemen)</p> <p>\$ M</p>

4 MAN LINE FRONTS - JOKER / FOX LOOKS

<p>25 WIN "FOX"</p> 	<p>53 WIDE "JOKER"</p> 
	
	

NICKEL FRONTS

 <p>33 (3 MAN LINE)</p>	 <p>32 (3 MAN LINE)</p>	 <p>42 (4 MAN LINE)</p>	 <p>41 (4 MAN LINE)</p>	 <p>33 (3 MAN LINE)</p>	 <p>32 (3 MAN LINE)</p>	 <p>42 (4 MAN LINE)</p>	 <p>41 (4 MAN LINE)</p>	 <p>41 (4 MAN LINE)</p>
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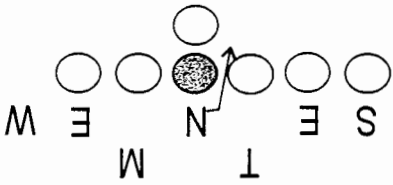
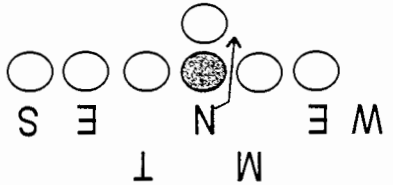
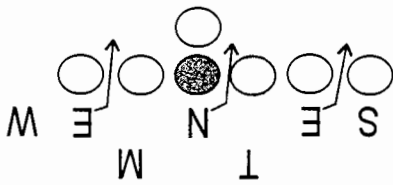
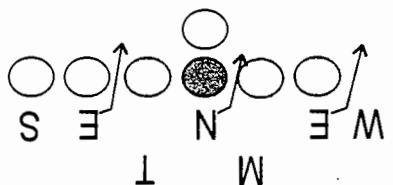
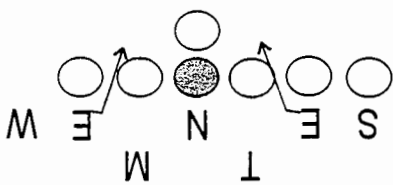
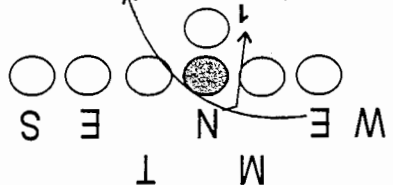
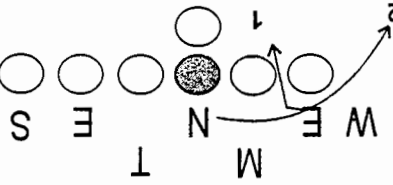
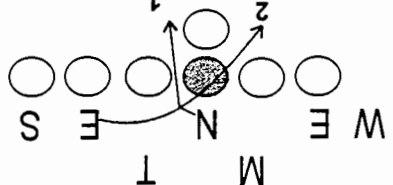
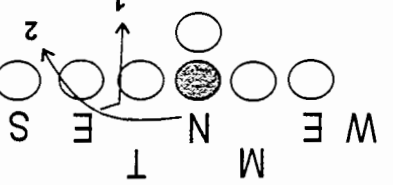
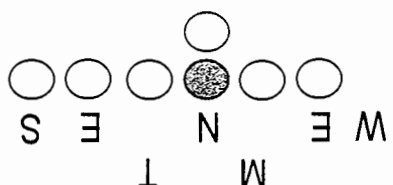
NICKEL FRONTS

<p>22 (4 MAN LINE-UNDER)</p>	<p>22 (4 MAN LINE-UNDER)</p>
<p>21 (4 MAN LINE-UNDER)</p>	<p>21 (4 MAN LINE-UNDER)</p>
<p>52 (4 MAN LINE-OVER)</p>	<p>52 (4 MAN LINE-OVER)</p>
<p>51 (4 MAN LINE-OVER)</p>	<p>51 WIDE (4 MAN LINE)</p>

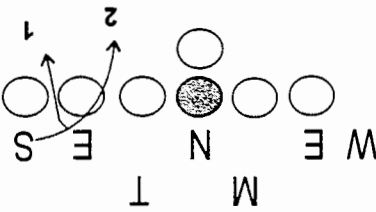
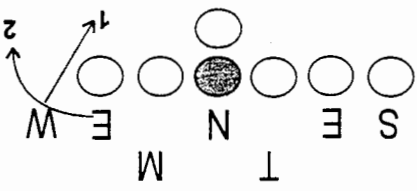
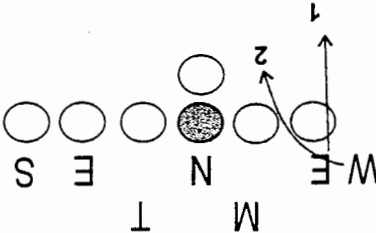
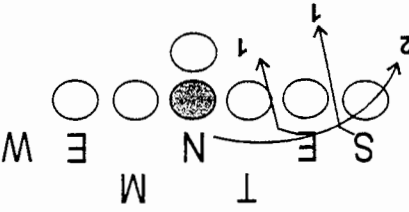
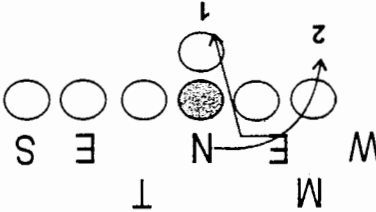
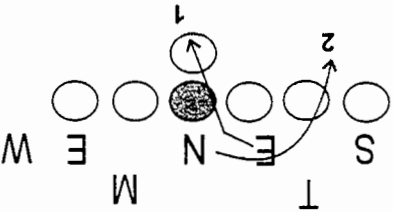
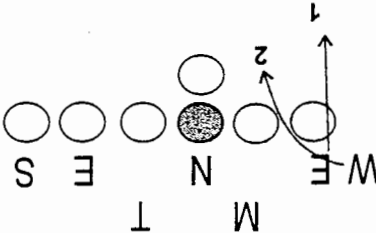
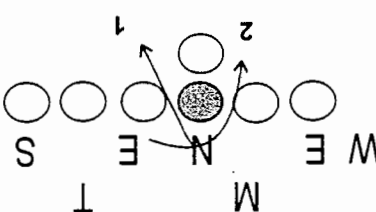
GOAL LINE FRONTS

<p>SUB 62 TIN</p> <p>(61 = Outside LBers down in 3 point stance)</p>	<p>SUB 62 PINCH</p>
<p>SUB 62 WEDGE</p>	<p>34</p>
<p>34 PINCH</p>	<p>SUB 52 TRIPLE</p>
<p>SUB 53 TRIPLE</p>	

3 Man Line Defensive Stunts

<p>34 Nose Strong</p> 	<p>34 Nose Weak</p> 
<p>34 Slant (To TE)</p> 	<p>34 Angle (Away from TE)</p> 
<p>34 Ends Pinch</p> 	<p>34 Weak N/E</p> 
<p>34 Weak E/N</p> 	<p>34 Strong N/E</p> 
<p>34 Strong E/N</p> 	<p>34 Strong E/N</p> 

3 Man Line Fronts Defensive Stunts

<p>34 Sam/End(S/E)</p> 	<p>34 Will/End (W/E)</p> 
<p>34 Weak End Will/Nose(Wk EW/N)</p> 	<p>34 Str End Sam/Nose (Str ES/N)</p> 
<p>35 Weak End/Nose(Wk E/N)</p> 	<p>37 Str End/Nose (Str E/N)</p> 
<p>34 End/Will (E/W)</p> 	<p>37 Str Nose/End (Str N/E)</p> 

4 Man Line Fronts Defensive Stunts

<p>43 Str Tackle In (Str Tin)</p>	<p>43 Tackles In (Tin)</p>	<p>43 Pinch (Tackles/Ends In)</p>	<p>43 Angle (Away)</p>	<p>43 Out (Tackles/Ends Out)</p>	<p>43 Str Tackle-Tackle (Str T/T)</p>	<p>43 Weak End-Tackle (WK E/T)</p>
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Defensive Stunts

<p>43 Weak End-Tackle(Wk E/T)</p>	<p>43 Weak End-Tackle(Wk E/T)</p>
<p>43 Str End-Tackle (Str E/T)</p>	<p>43 Str Tackle-End (Str T/E)</p>
<p>43 Str Tackle-End/Wk End-Tackle (StrT/EWkE/T)</p>	<p>43 Dbl Tackle-End (DO T/E)</p>
<p>43 Weak Tackle End-Tackle (Wk TE/T)</p>	<p>43 Str Tackle End-Tackle (Str TE/T)</p>
<p>25 Weak Tackle End Tackle (WTET)</p>	<p>34 Sam C Ted D</p>

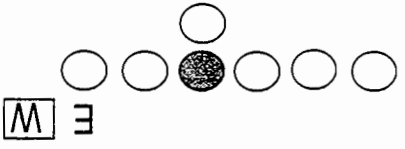
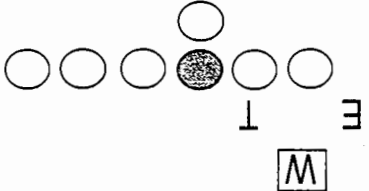
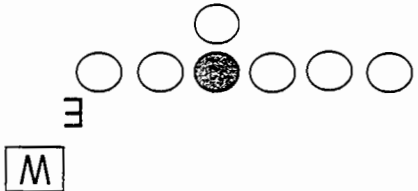
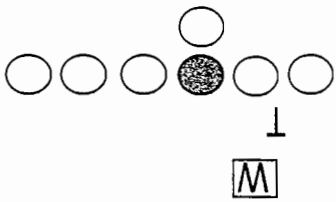
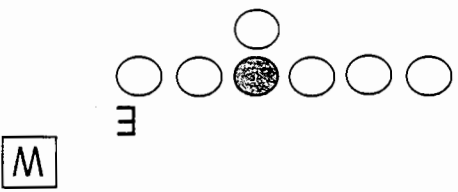
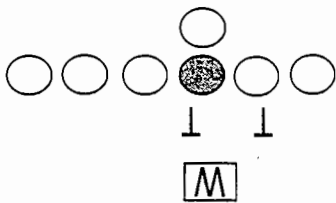
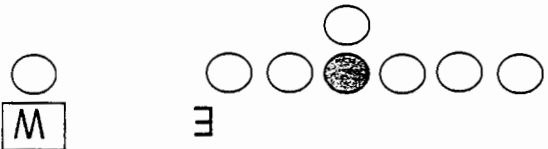
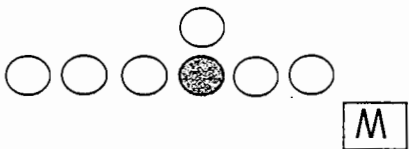
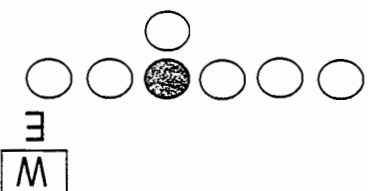
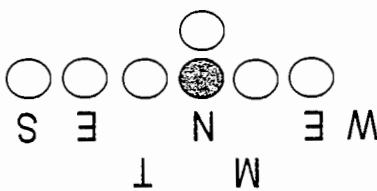
Line Stunts

<p>25 Str End-Tackle (Str E/T)</p>	<p>41 Str Tackle-Tackle (Str T/T)</p>	<p>21 Weak Tackle-End(Wk TT/E)</p>	<p>51 Str Tackle-Tackle-End (Str TT/E)</p>	
<p>25 Str End-Tackle (Str E/T)</p>	<p>41 Str Tackle-Tackle (Str T/T)</p>	<p>21 Weak Tackle-End(Wk TT/E)</p>	<p>51 Str Tackle-Tackle-End (Str TT/E)</p>	

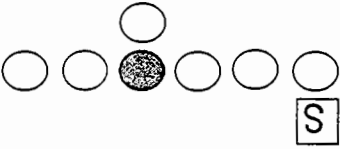
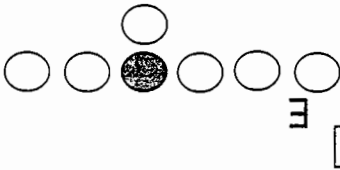
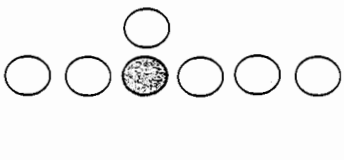
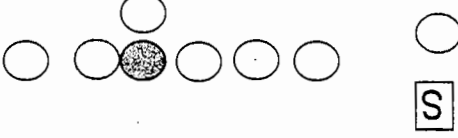
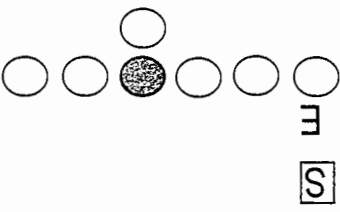
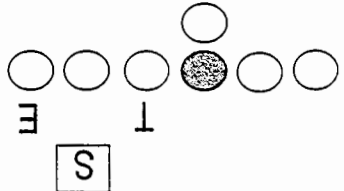
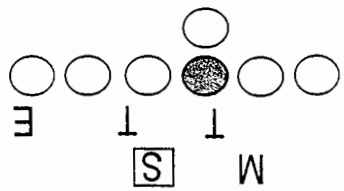
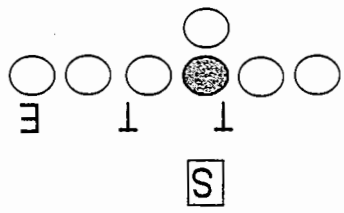

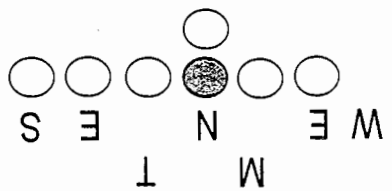
Line Games

<p>34 Ted/Nose Game</p>	<p>34 Ted/Nose Game</p>
<p>34 Mike/End Game</p>	<p>34 Mike/End Game</p>
<p>43 Stg Mike/Tackle Game</p>	<p>43 Weak Mike/Tackle Game</p>

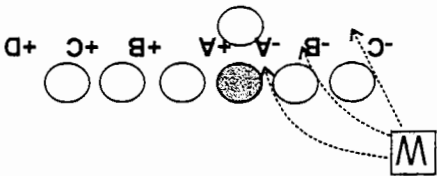
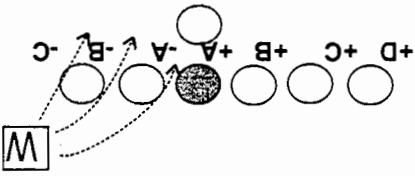
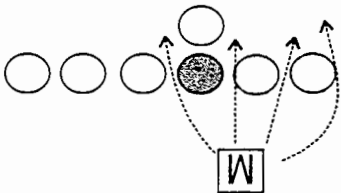
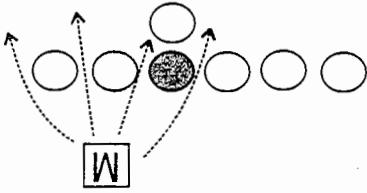
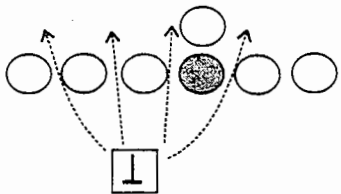
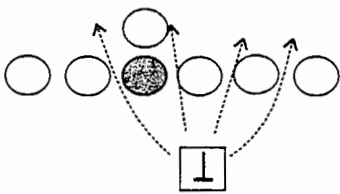
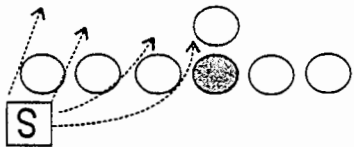
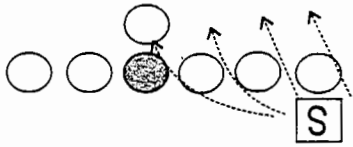
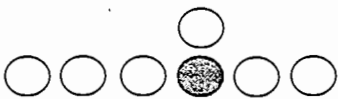

Will Linebacker Alignments

<p>Normal</p> 	<p>5 Adjustment (T Bubble-Loose look)</p> 
<p>Hip</p> 	<p>Win Alignment (T Bubble Will Inside)</p> 
<p>Walk</p> 	<p>Win Alignment (T Bubble Will in Middle)</p> 
<p>Out</p> 	<p>Down (3 point stance)</p> 
<p>Stack</p> 	

Sam Linebacker Alignments

<p>Normal</p> 	<p>Hip</p> 	<p>Walk</p> 	<p>Out</p> 	<p>Stack</p> 
<p>7 Adjustment (T Bubble-Sink Look)</p> 	<p>Bow (T Bubble-Backers over Weak)</p> 	<p>Bow (T Bubble-Sam in the Middle)</p> 	<p>Down (3 Point Stance)</p> 	

Linebacker Blitzes

<p>Will -C/-B/-A</p> 	<p>Will -C/-B/-A</p> 
<p>Mike -C/-B/-A/+A</p> 	<p>Mike -C/-B/-A/+A</p> 
<p>Ted +C/+B/+A/-A</p> 	<p>Ted +C/+B/+A/-A</p> 
<p>Sam +D/+C/+B/+A</p> 	<p>Sam +D/+C/+B/+A</p> 
	

Linebacker Blitzes

<p>Will-C Mike-A/Will-B Mike +A</p>	<p>Will-C Mike-A/Will-B Mike +A</p>	<p>Will-C Ted -A/ Will-B Ted+A</p>	<p>Will-C Mike-A/Will-B Mike +A</p>	<p>Will-C Sam+D/Will-B Sam +C</p>	<p>Will-C Sam+D/Will-B Sam +C</p>	<p>Ted+B Mike-B/Ted-A Mike +A Invert</p>	<p>Ted+B Mike-B/Ted-A Mike +A Invert</p>		
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Linebacker Blitzes

<p>Ted + A Sam + D/Ted-A Sam + C</p> <p>3 Down Line</p>	<p>Ted + A Sam + D/Ted-A Sam + C</p> <p>3 Down Line</p>
<p>Mike-A Sam + C/Mike + A Sam + D</p>	<p>Mike-A Sam + C/Mike + A Sam + D</p>
<p>Will-C Ted + A Sam + D</p> <p>3 Down Line</p>	<p>Will-C Mike + A Sam + D</p>
<p>Will-C Mike-B Ted + B Sam</p> <p>3 Down Line</p>	<p>Will-A Mike + B Sam + A Invert</p>

Safety Blitzes

<p>Weak Safety -C/-B/-A/+A</p>	<p>Weak Safety -C/-B/-A/+A</p>
<p>Strong Safety +D/+C/+B/+A</p>	<p>Strong Safety +D/+C/+B/+A</p>
<p>Weak Corner -D/-C/-B</p>	<p>Weak Corner -D/-C/-B</p>

Coverages

CORNERBACK TECHNIQUES

1. INSIDE BUMP: INSIDE EYE
2. HARD INSIDE BUMP: INSIDE SHOULDER
3. OUTSIDE BUMP: OUTSIDE EYE
4. HARD OUTSIDE BUMP: OUTSIDE SHOULDER
5. PRESS: HEAD UP BUMP
6. OFF INSIDE:
7. OFF OUTSIDE:
8. FUNNEL: CORNER'S ROTATE UP AND FUNNELS WRS INSIDE
9. FORCE: CORNERS ROTATE UP AND FORCES WRS OUTSIDE
10. BAIL: CORNER SHOWS BUMP THEN TURNS AND RUNS TO DEEP THIRD.
11. TRAIL: CORNERS ALLOW RECEIVER UPFIELD AND READS THE INSIDE HIP OF THE RECEIVER

TWO ON ONE TECHNIQUES

1. VISE: CORNER OUTSIDE BUMP, SAFETY SHALLOW INSIDE
2. PINCH: DOUBLE 2nd RECEIVER STRONGSIDE
3. CLAMP: DOUBLE 3rd RECEIVER STRONGSIDE
4. ZERO: DOUBLE 2nd RECEIVER WEAKSIDE
5. COVER 2: CORNER FUNNELS WRS, SAFETY HAS DEEP HALF
6. COVER 8: CORNER INC M/M, SAFETY HAS DEEP HALF
7. ROBBER: SECONDARY MAN FREE IN SHORT MIDDLE OF FIELD (S/S or F/S)

LB TECHNIQUES

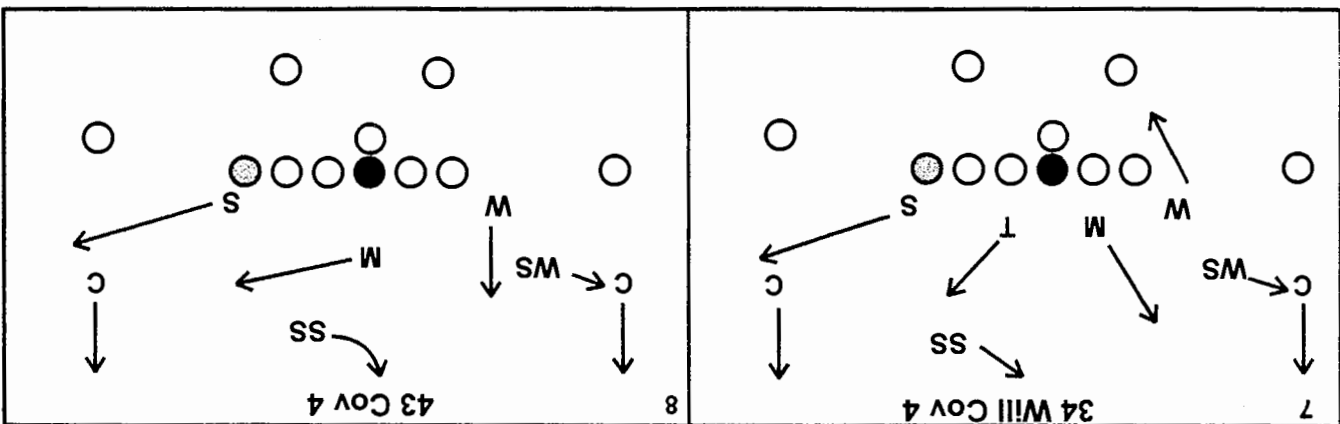
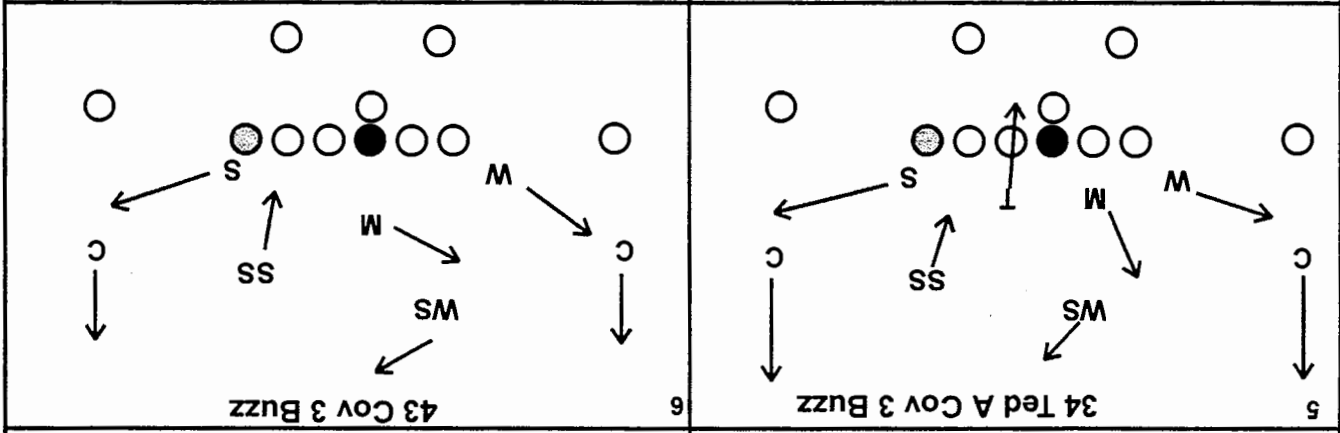
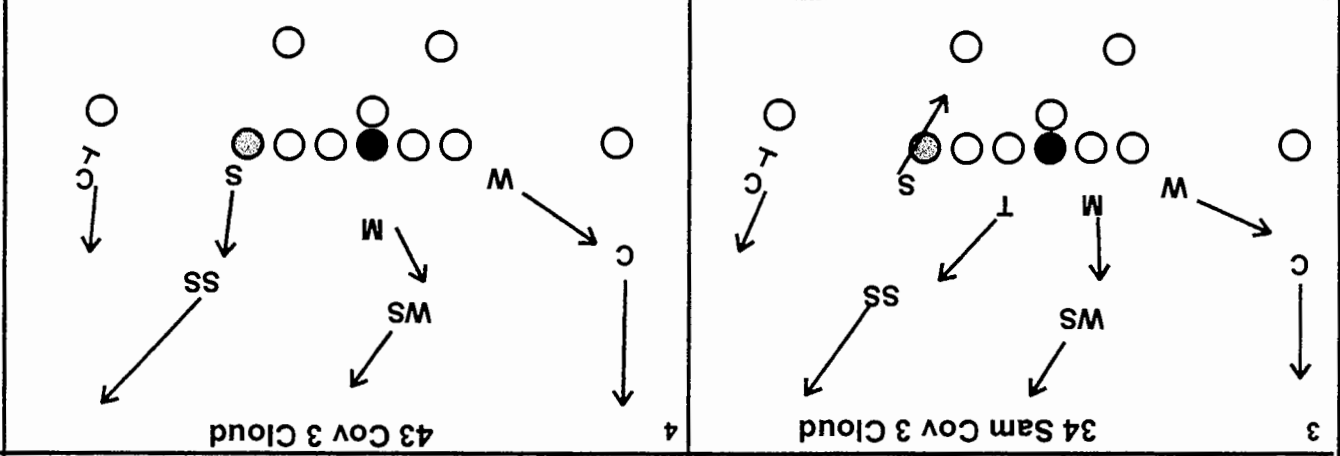
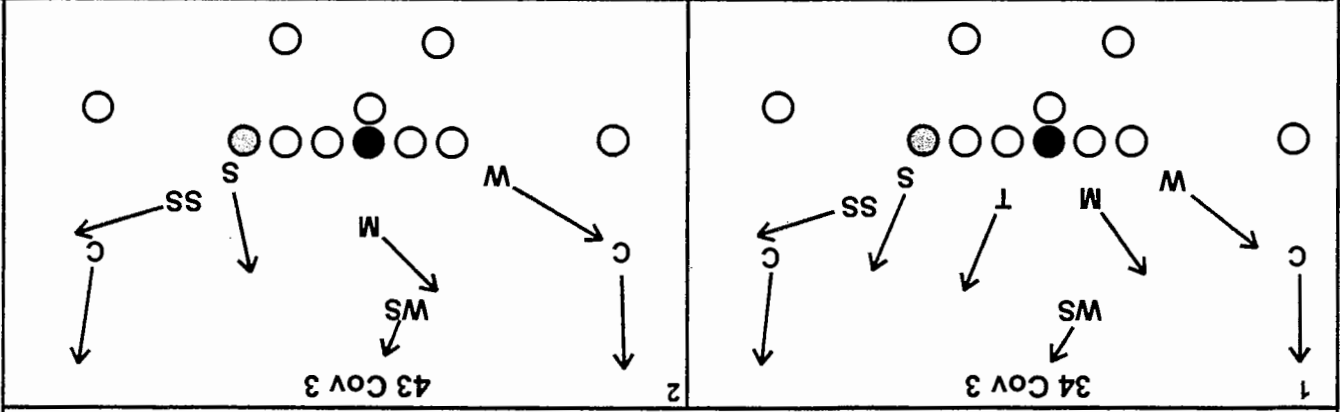
- 1. BUZZ: LB RUNS (BUZZES) TO SHORT OUTSIDE AREA
- 2. LURK: DESIGNATED LB FREE IN SHORT MIDDLE OF FIELD
- 3. BANJO: COMBINATION MAN COVERAGE BETWEEN MIKE, SAM AND S/S OR (TED, SAM AND S/S IN 34)
- 4. SAMBO: COMBINATION MAN COVERAGE BETWEEN MIKE/SAM OR TED/SAM IN 34

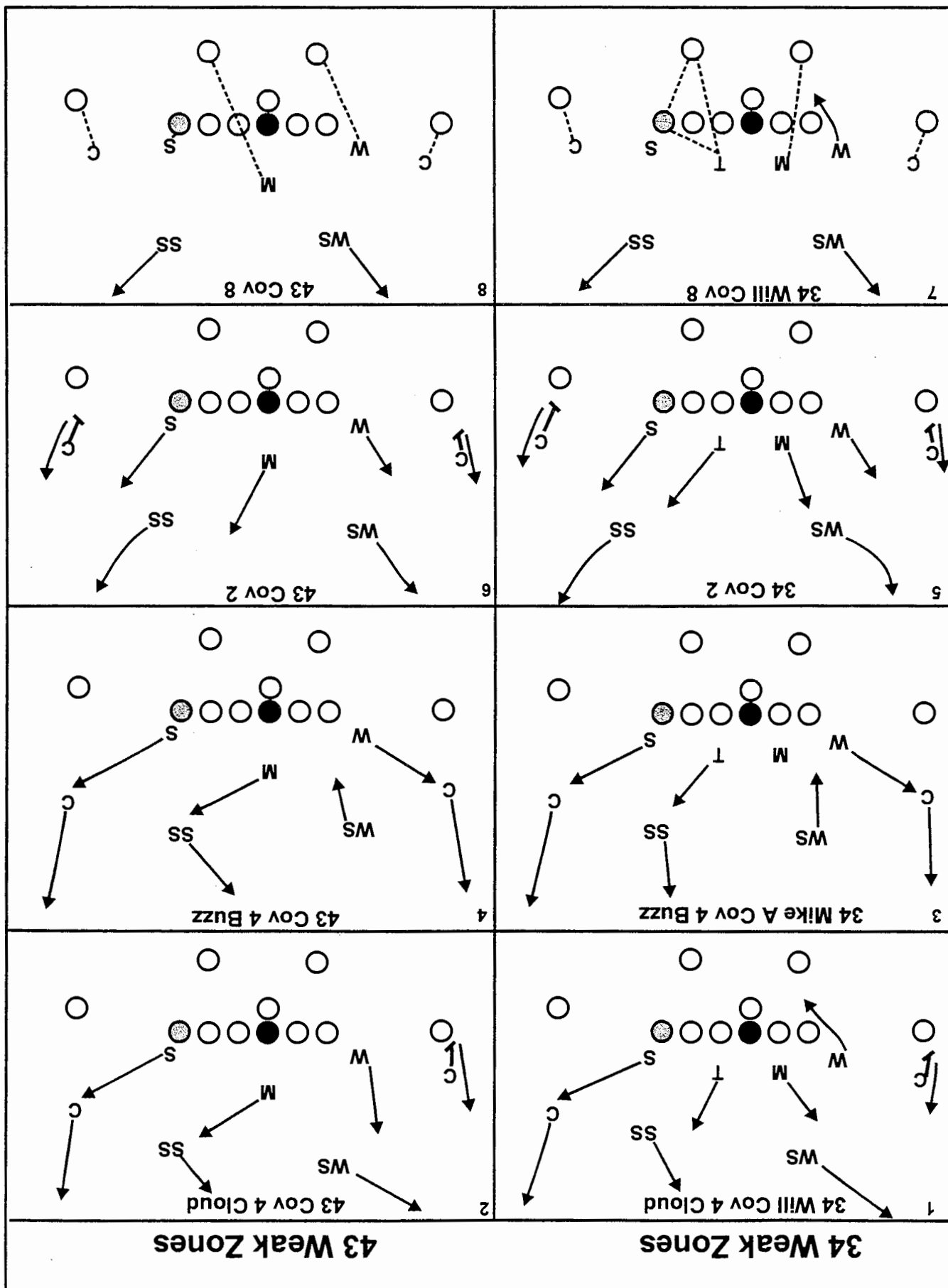
LINEBACKER and DEFENSIVE BACK DROP ZONES

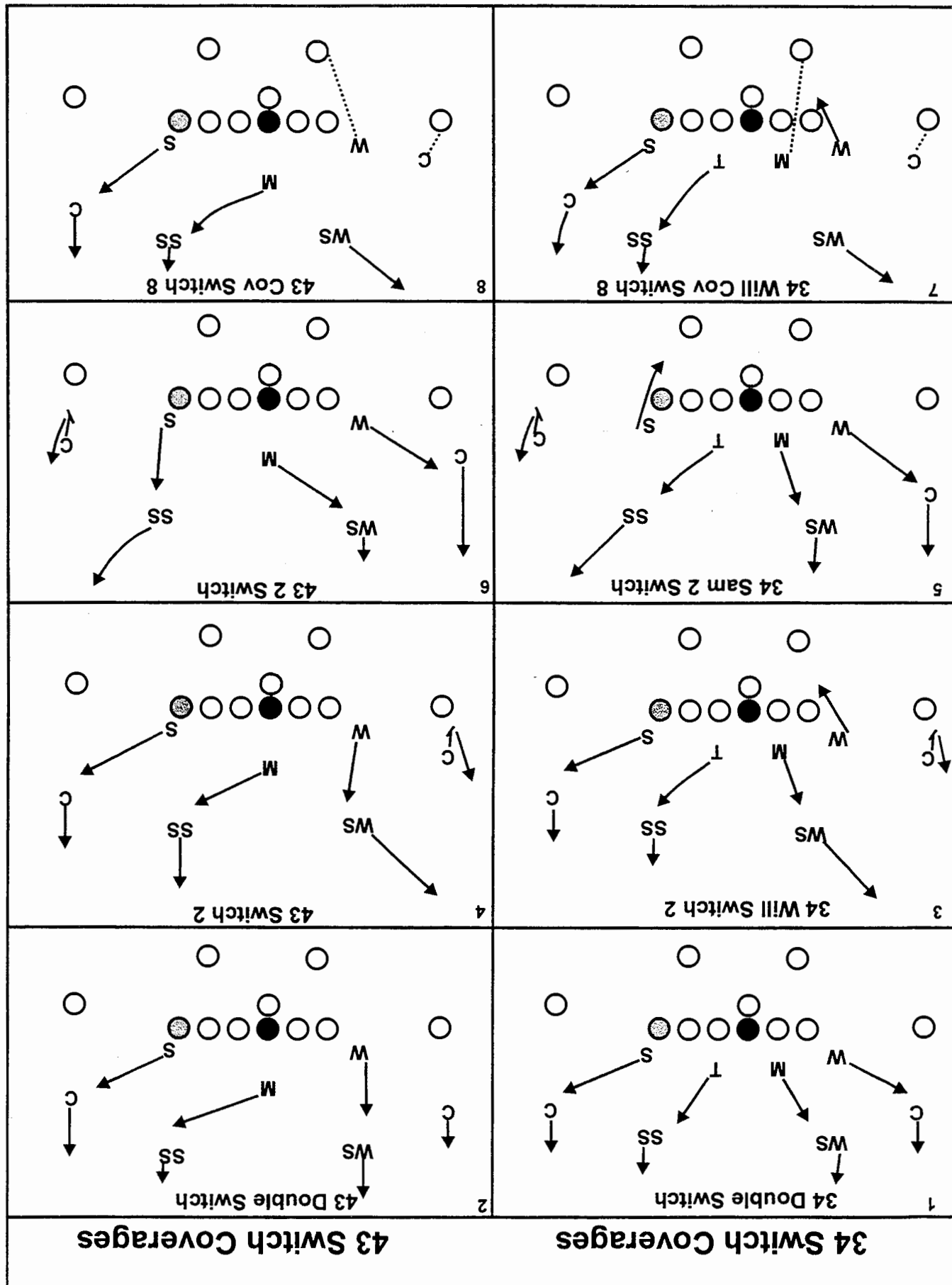
OUTSIDE	MIDDLE	OUTSIDE
1/3	1/3	1/3

10	10	10	10	5
OUT	CURL	HOOK (MIDDLE)	CURL	FLAT
5				

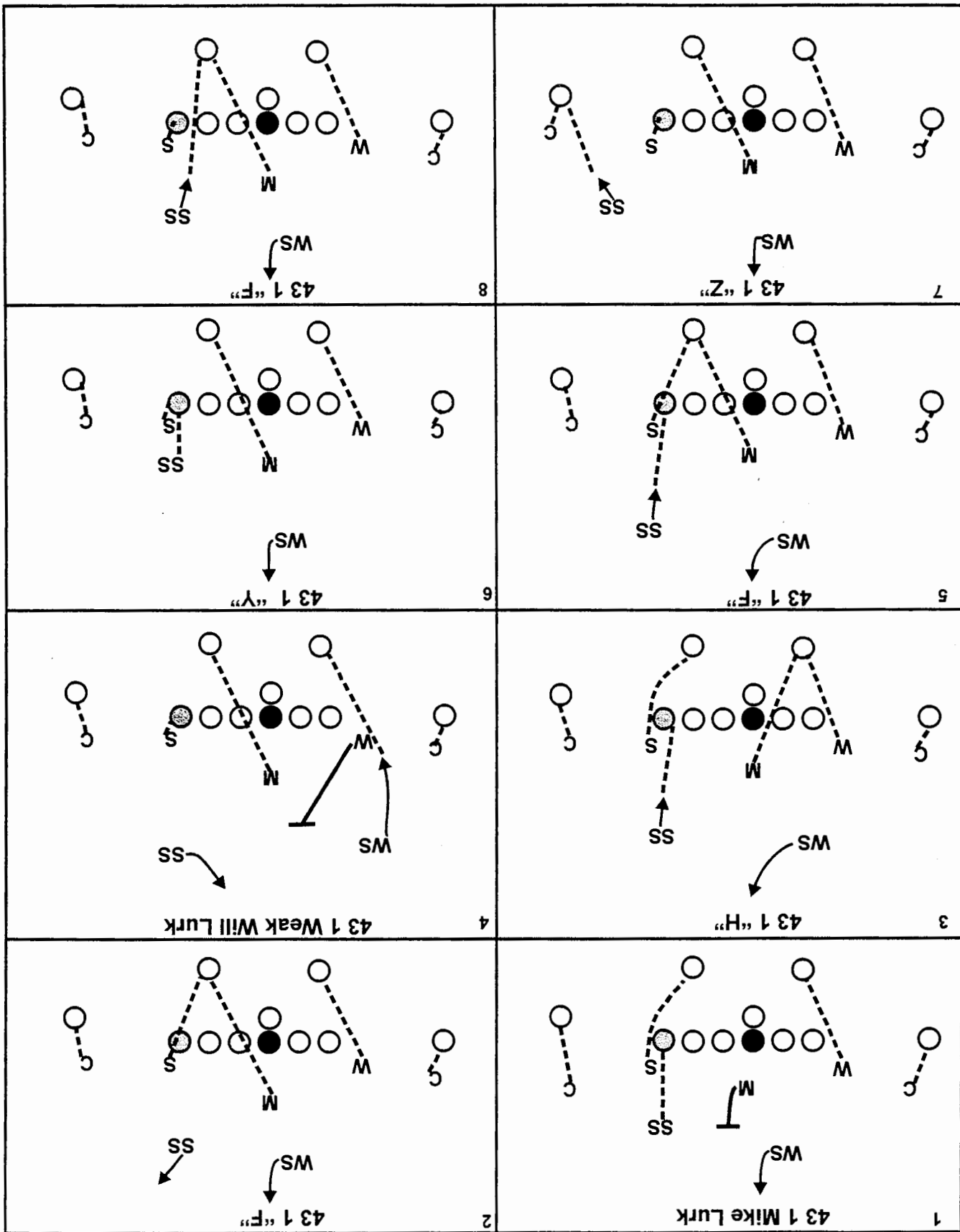
34 Strong Zones 43 Strong Zones



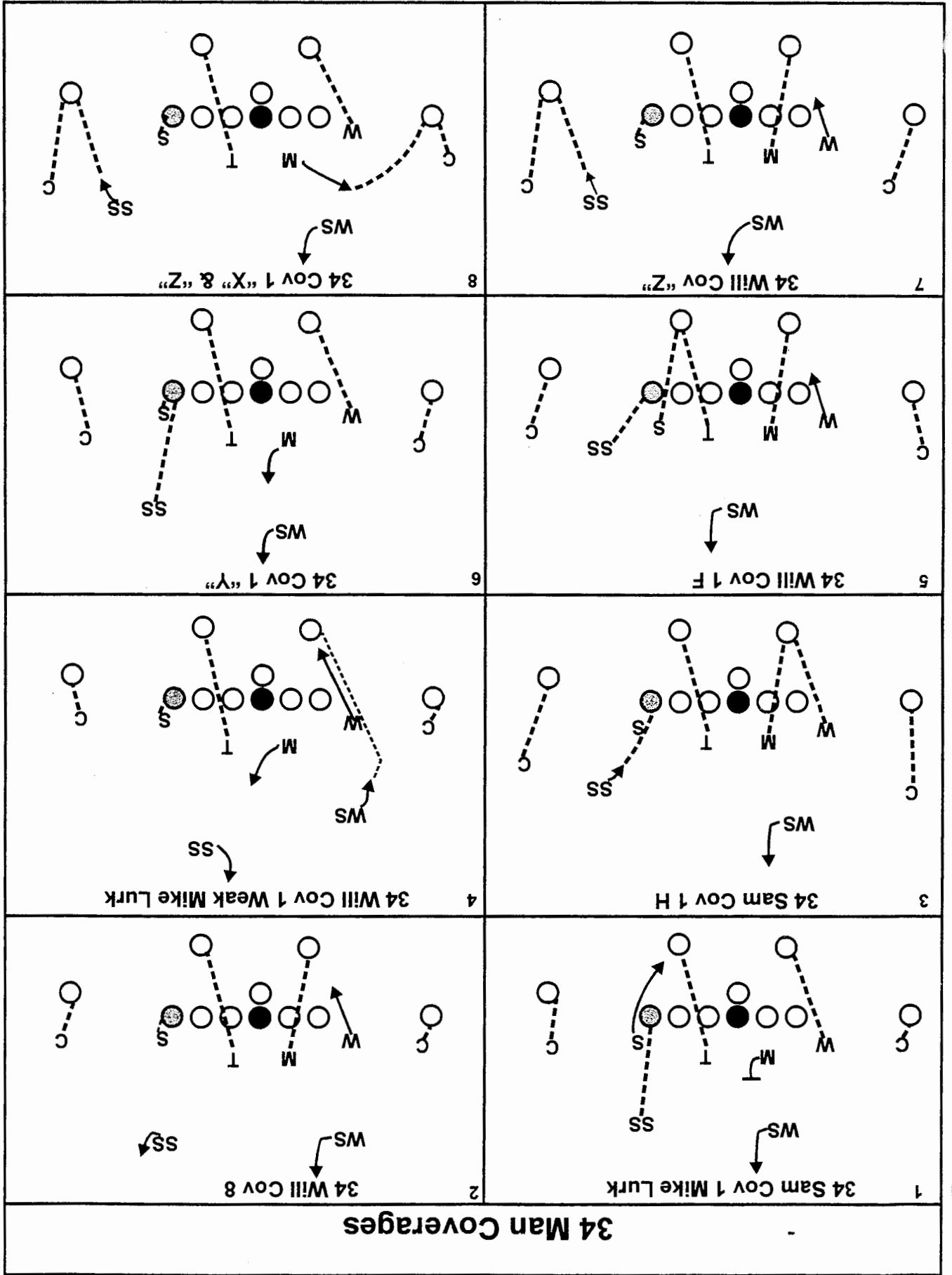


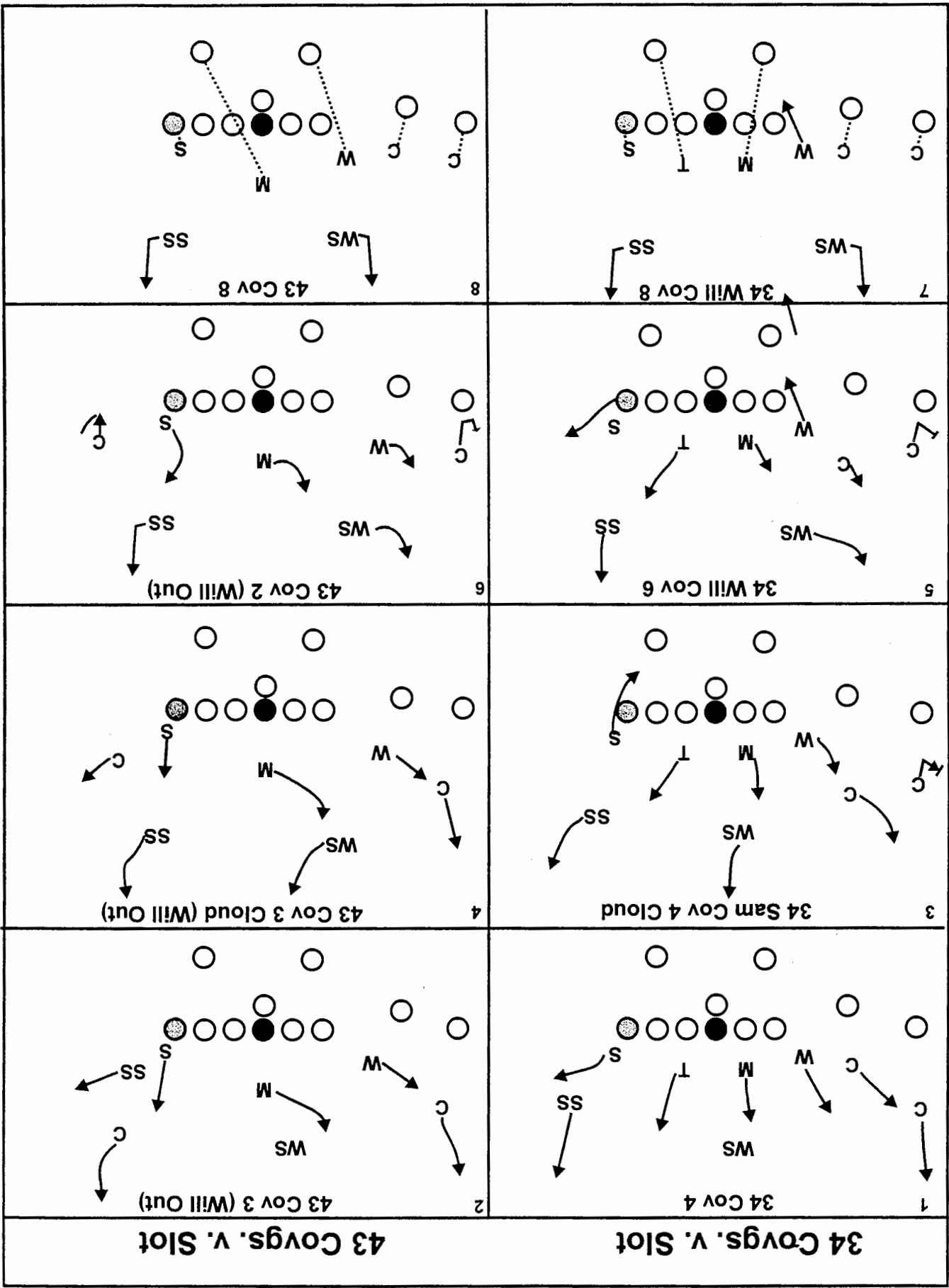


43 Man Coverages



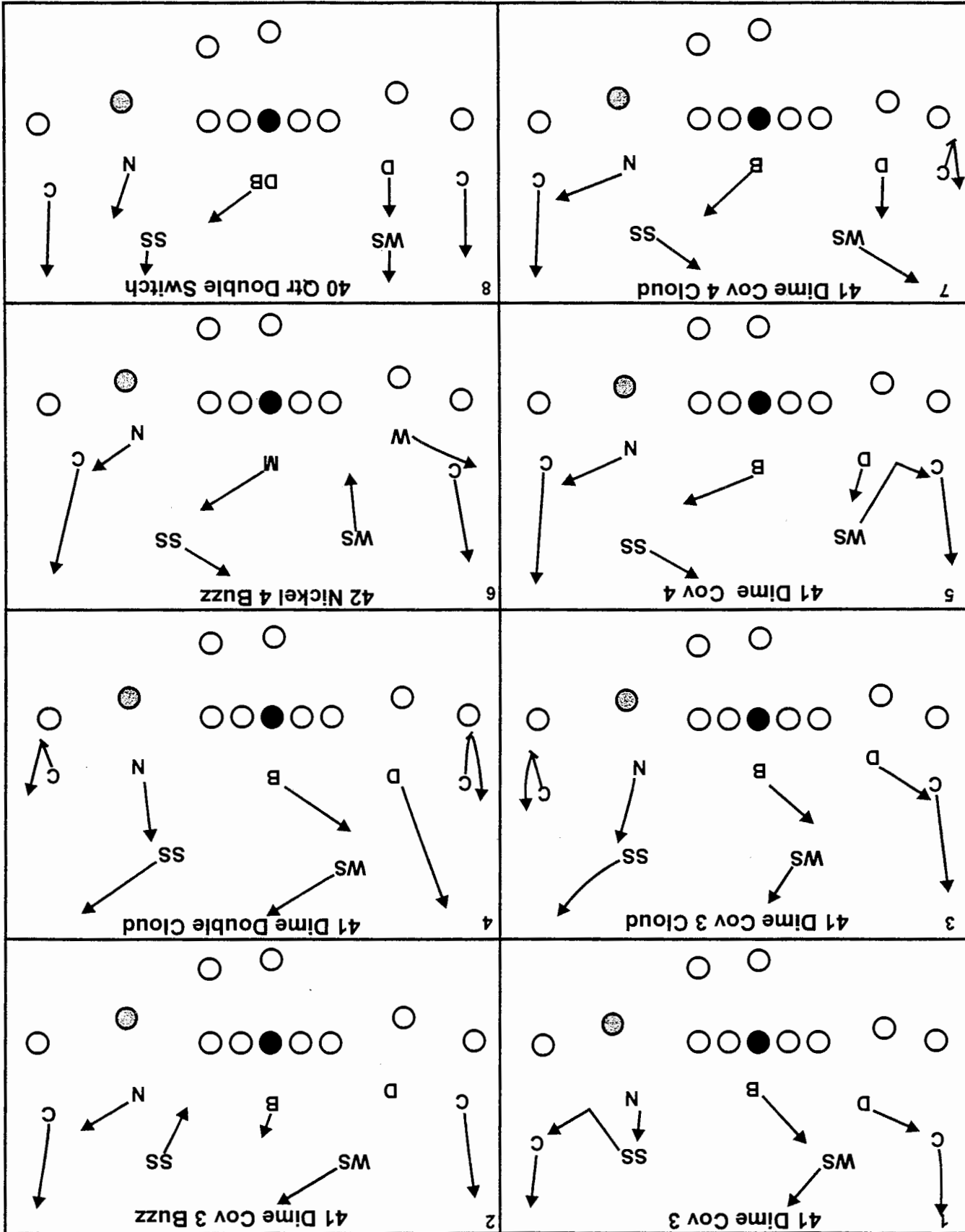
34 Man Coverages

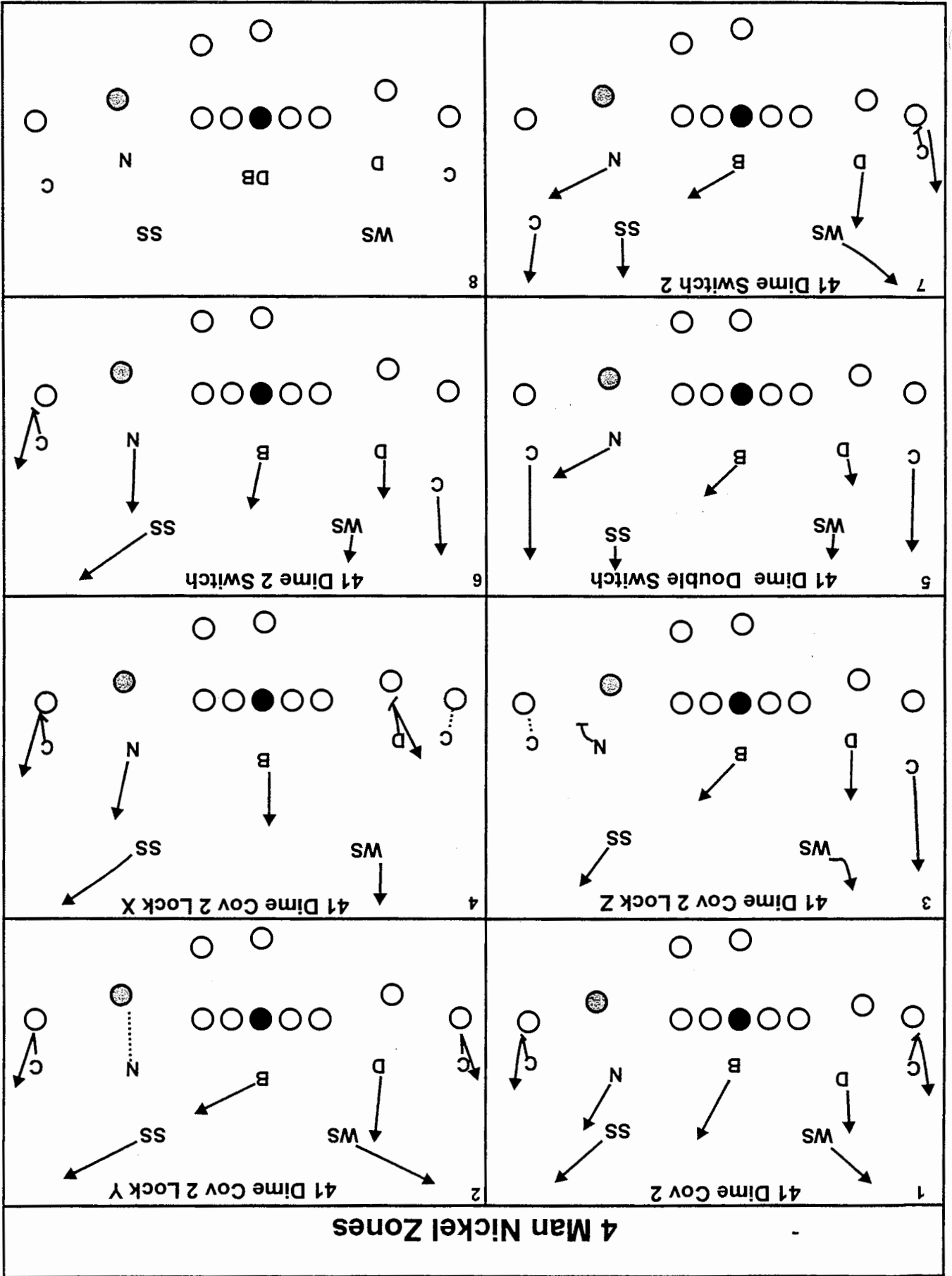




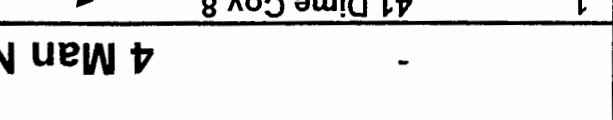
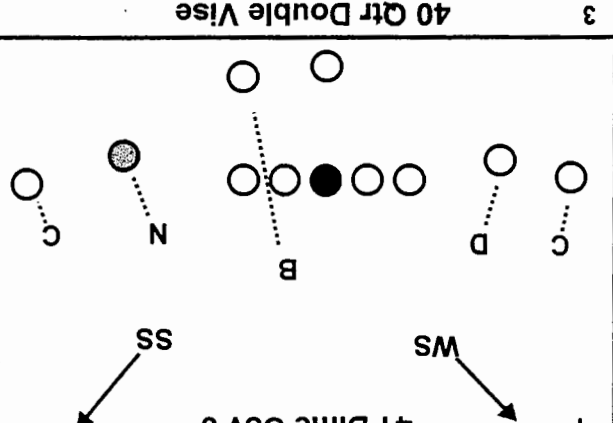
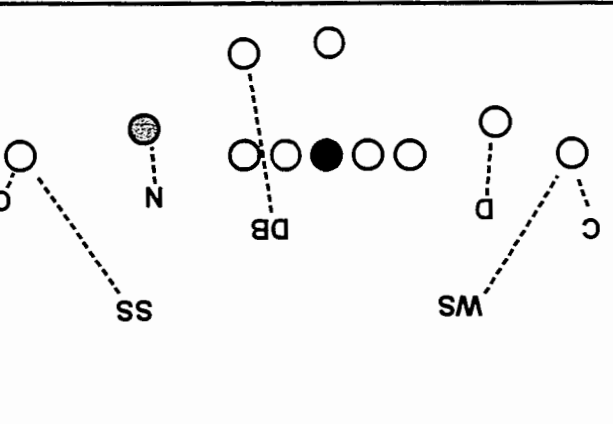
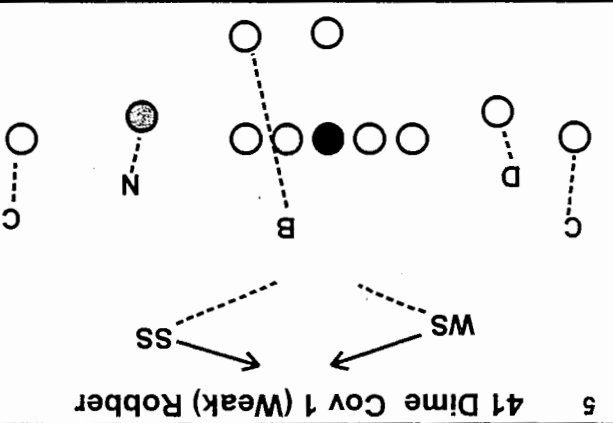
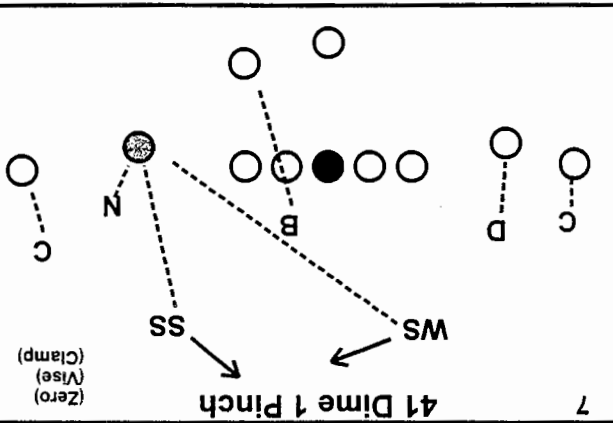
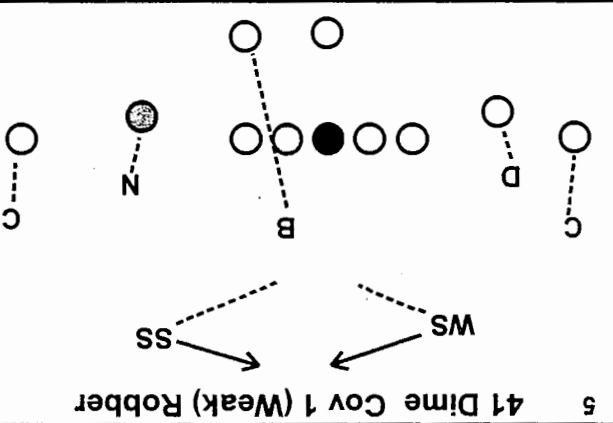
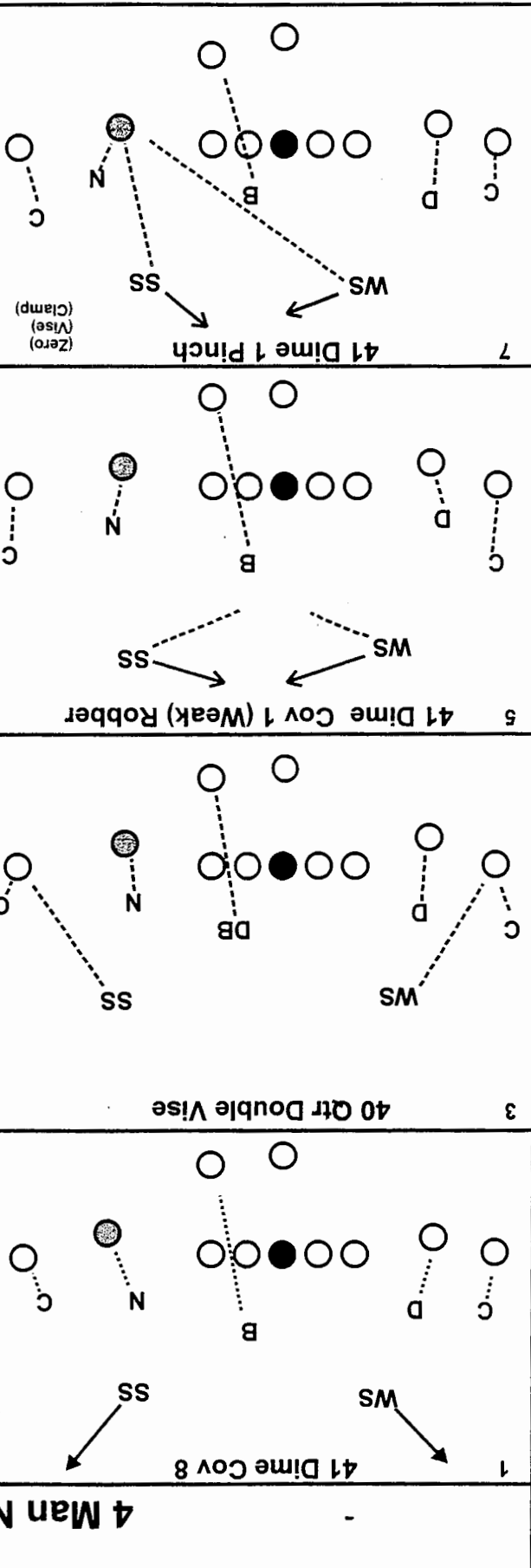
43 Blitz Coverages	34 Blitz Coverages
<p>2 43 Will Mike + A Deuce</p>	<p>1 34 Will Mike A Deuce</p>
<p>4 43 Sam C Mike - A Trio</p>	<p>3 34 Sam Ted Trio</p>
<p>6 43 Sam Cov 1 Blitz</p>	<p>5 34 Sam C Will Cov 1 Blitz</p>
<p>8 43 Will Cov 1 Weak Blitz</p>	<p>7 34 Will Mike A Weak Blitz</p>

4 Man Nickel Zones

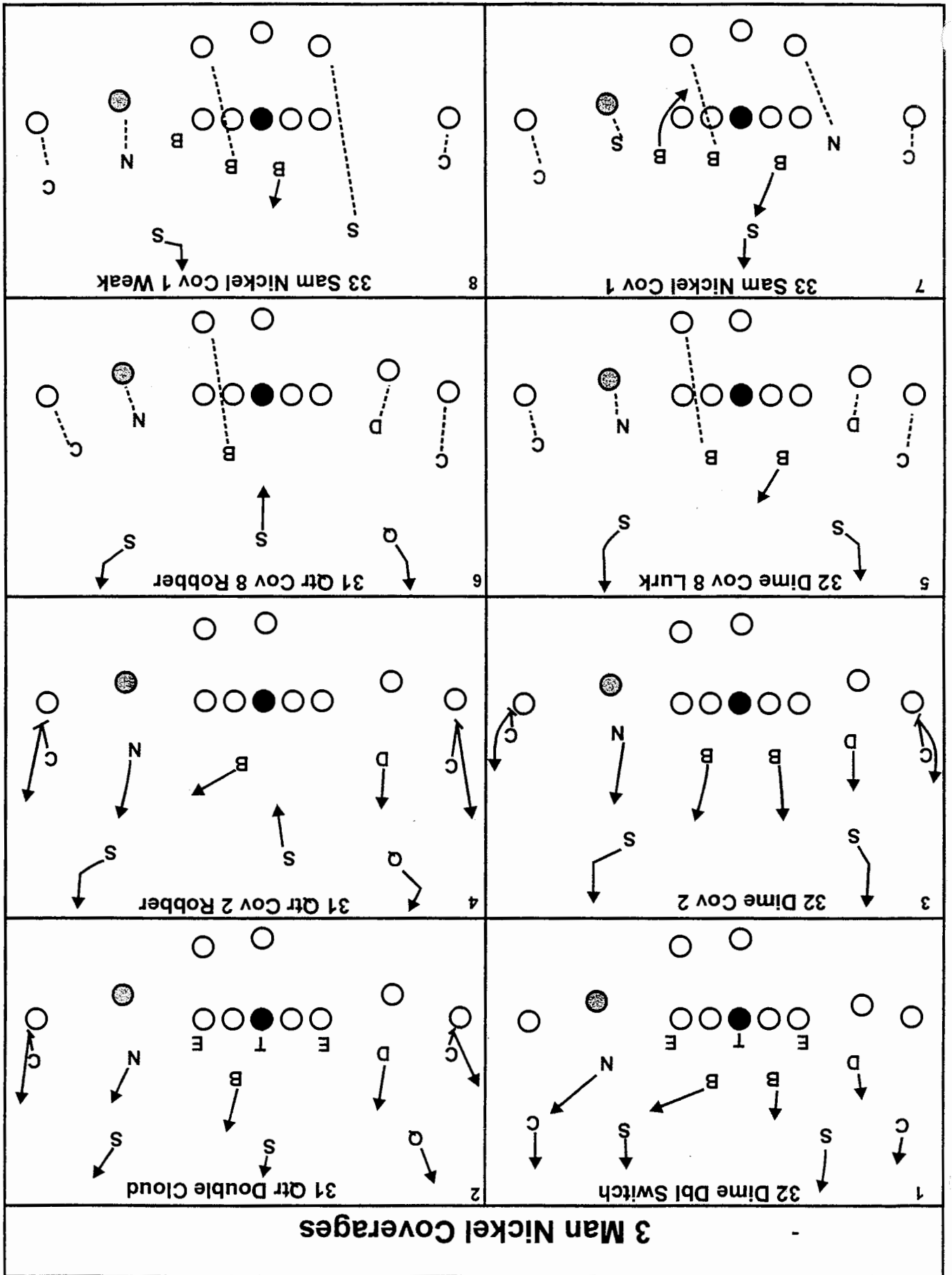




4 Man Nickel M/M



3 Man Nickel Coverages



Run Offense

ITEM

Rule Interpretation
Hole Numbering

1-3
4

PAGE

RULE INTERPRETATION

1. RULE INTERPRETATION

OUR RULE INTERPRETATION INVOLVES TWO METHODS:

- 1) NUMBERING THE DEFENSIVE PLAYERS - "0"; #1; #2; #3; #4.
- 2) DESCRIBING THE DEFENSIVE POSITION - THIS INVOLVES RECOGNITION ON THE LINEMAN'S PART. THIS IS EXTREMELY IMPORTANT AS THIS IS HOW WE WILL MAKE THE LINE CALLS. THERE IS NO HARD FAST RULE TO COVER EVERY SITUATION, AND IT WILL BE THROUGH RECOGNITION THAT WE CHANGE THE BLOCKING SCHEME AT THE L.O.S.I

A. DEFENSIVE NUMBERING

THE CENTER WILL ALERT THE TEAM THAT HE IS COVERED BY MAKING AN **ODD** OR **EVEN** CALL. (ODD - COVERED BY A DOWN LINEMAN; EVEN - COVERED BY A LINEBACKER). THE MAN ALIGNED ON HIM WILL BE COUNTED AS "0". WE WILL THEN COUNT EACH DEFENSIVE PLAYER TO THE **RIGHT** AND THEN EACH MAN TO THE **LEFT**. YOU WILL COUNT THE MAN THAT IS ON OR OVER YOU! A NOSE TACKLE THAT ALIGNS IN THE CENTER-GUARD GAP WILL BE REFERRED TO AS "0" - AND CENTER WILL MAKE AN ODD CALL!

<div data-bbox="1052 260 1338 470"> </div> <div data-bbox="1224 504 1489 539"> <p>24 - ODD-UNDER</p> </div>	<div data-bbox="386 260 672 470"> </div> <div data-bbox="682 504 834 539"> <p>43 - EVEN</p> </div>
<div data-bbox="1052 617 1354 827"> </div> <div data-bbox="1364 875 1489 911"> <p>34-ODD</p> </div>	<div data-bbox="386 617 672 827"> </div> <div data-bbox="600 875 834 911"> <p>54 - ODD-OVER</p> </div>

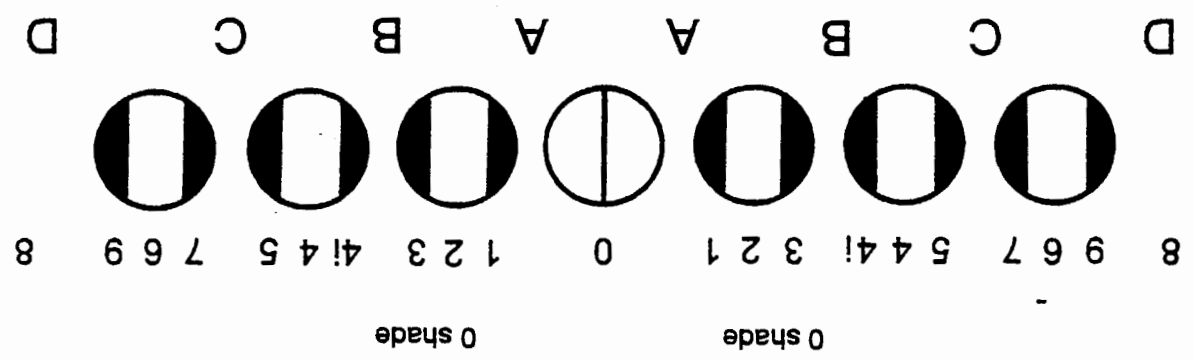
<p>WHEN THE CENTER IS UNCOVERED, WE WILL GIVE THE CENTER A DIRECTIONAL CALL TO ALERT THE OFFENSIVE TEAM WHICH SIDE "0" IS IN OUR NUMBERING SYSTEM. RIGHT-"0" IS TO THE RIGHT, WHILE LEFT-"0" IS TO THE LEFT. CENTERS- IT IS IMPERATIVE THAT YOU KNOW WHETHER 3 DOWN PERSONNEL OR 4 DOWN PERSONNEL IS IN THE GAME WHEN YOU ARE UNCOVERED. THIS WILL AFFECT THE WAY YOU MAKE YOUR CALL.</p> <p>3 DOWN PERSONNEL (3 DOWN LINEMAN IN THE GAME)- MAKE DIRECTIONAL CALL TO THE SIDE THAT THE NOSE TACKLE SLIDES OR ALIGNS. THIS IS FOR BOTH RUN AND PASS SITUATIONS.</p>	
<p>49-EVEN</p>	<p>47</p>
<p>34-O-ODD</p>	<p>34-O-ODD</p>
<p>35-UNDER</p>	<p>37-OVER</p>
<p>53-OVER</p>	<p>25-UNDER</p>

- 9 9 TECHNIQUE PLAYS OUTSIDE EYE OR SHOULDER ON THE TIGHT END.
- 8 8 TECHNIQUE PLAYS WIDE OR OUTSIDE THE TIGHT END AND CAN BE ALIGNED ON OR OFF L.O.S.
- 7 7 TECHNIQUE ALIGNS INSIDE EYE OR SHOULDER ON THE TIGHT END.
- 6 6 TECHNIQUE ALIGNS NOSE-UP (HEAD UP) ON THE TIGHT END.
- (C GAP) C GAP TECHNIQUE ALIGNS IN THE TACKLE/ TIGHT END GAP.
- 5 5 TECHNIQUE ALIGNS OUTSIDE EYE OR SHOULDER OF THE TACKLE.
- 4 4 TECHNIQUE ALIGNS NOSE-UP (HEAD UP) ON THE TACKLE.
- 4-EYE 4-EYE TECHNIQUE ALIGNS ON INSIDE EYE OR SHOULDER OF TACKLE
- (B GAP) B GAP TECHNIQUE ALIGNS IN THE GUARD/TACKLE GAP.
- 3 3 TECHNIQUE ALIGNS OUTSIDE EYE OR SHOULDER OF THE GUARD.
- 2 2 TECHNIQUE ALIGNS NOSE-UP (HEAD UP) ON THE GUARD.
- 1 1 TECHNIQUE ALIGNS INSIDE EYE OR SHOULDER OR THE GUARD.
- (A GAP) A GAP TECHNIQUE PLAYS IN THE CENTER/GUARD GAP.
- 0 SHADE "0 SHADE" TECHNIQUE ALIGNS ON EITHER "EYE" OR SHOULDER OF THE CENTER.
- "0" "0" TECHNIQUE PLAYS NOSE-UP ON THE CENTER OR OFF L.O.S.

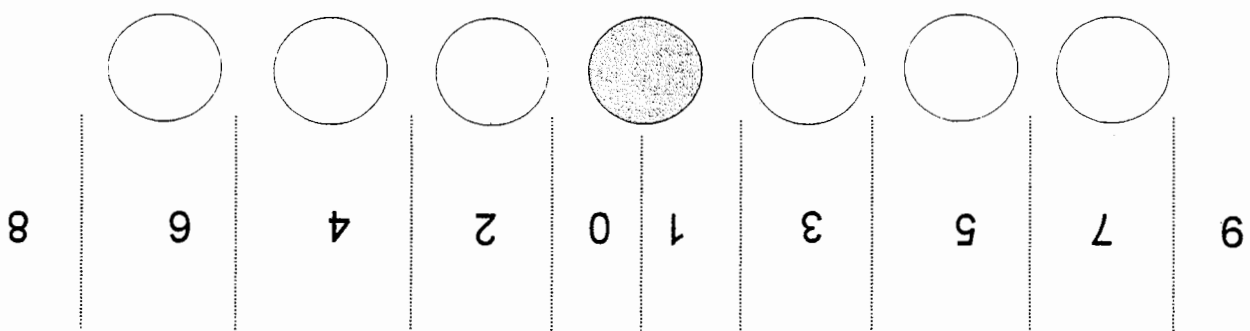
EXAMPLES OF SHADES ON ALIGNMENTS:

EVERY OFFENSIVE PLAYER MUST BE ABLE TO RECOGNIZE DIFFERENT ALIGNMENTS AND SHADES THAT DEFENSIVE PLAYERS CAN USE.

B. RECOGNITION BY ALIGNMENT:



Hole Numbering System



1. All holes will be numbered with a single digit.
Even numbered holes will be to the right, Odd numbered holes will be to the left.

Run Blocking Terminology

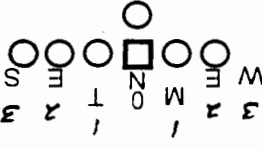
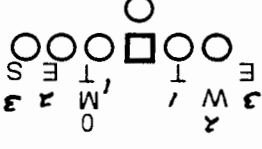
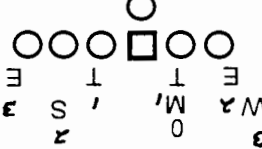
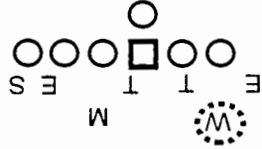
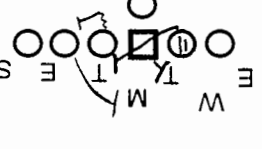
<u>ITEM</u>	<u>PAGE</u>
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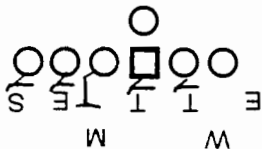
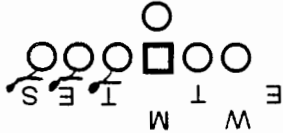
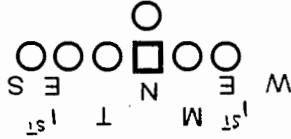
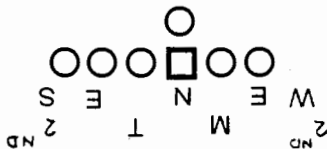
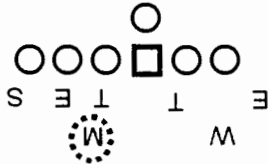
Run Blocking Terms & Schemes	1-3
Zone Blocking	4-7
Team Blocking Schemes	8
Fold Blocking Schemes	9
Change in Blocking Schemes	10-11
Other Blocking Terms or Calls	12
SS & WS Blocking Schemes	13-16

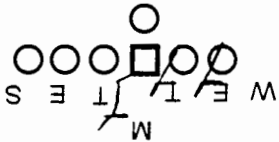
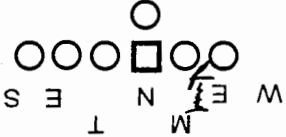
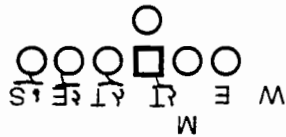
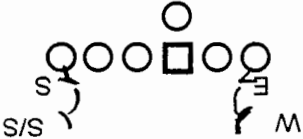
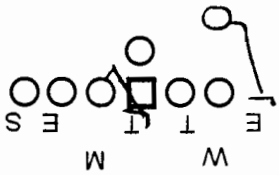
RUN BLOCKING TERMS and SCHEMES

OFFENSIVE LINE and TIGHT ENDS

MAN BLOCKING WITH CENTER'S CALL

<p>MAN BLOCKING 0, #1, #2, #3 -- From center box to P.O.A.</p> 	
<p>RIGHT CALL Center uncovered - Right indicates that "0" man is aligned to the right.</p> 	
<p>LEFT CALL Center uncovered - right indicates that "0" man is aligned to the right.</p> 	
<p>BACKSIDE LINEBACKER 1st linebacker or blitz away from formation call or P.O.A.</p> 	
<p>INFLUENCE To cause a defender to react to your initial movement so he is vulnerable to a teammate's block.</p> 	

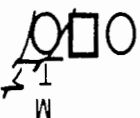
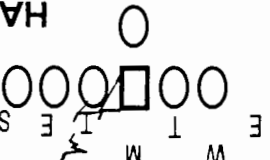
	<p>DRIVE BLOCK Block used at the point of attack - Used to drive an opponent off the l.o.s. Getting maximum movement. Landmark depends on defender's alignment.</p>
	<p>REACH BLOCK Block used at the point of attack - Blocking through defender's outside number to his armpit.</p>
	<p>1st MAN ON L.O.S. Outside the center's box.</p>
	<p>2nd MAN ON L.O.S. 2nd defender on L.O.S. - outside the center's box.</p>
	<p>DIRECTIONAL CALL LINEBACKER 1st linebacker or blitz to formation call side.</p>

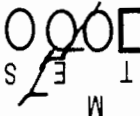
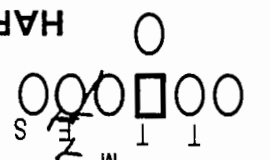
	<p>PLAYSIDE GAP TECHNIQUE Preventing an opponent from coming through an area to the side of the play.</p>
	<p>SCRAMBLE Cut off block - Used when blocking a down lineman away from the point of attack.</p>
	<p>WALL Wall off technique - Used to cut a defender off while still getting movement upfield.</p>
	<p>SIFT THRU An "area" technique - Used by offside tackle or tight end to seal level 1 to level 2.</p>
	<p>CUTBLOCK Low block through the knees of the defender, knocking him off his feet.</p>

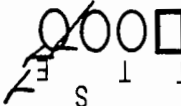
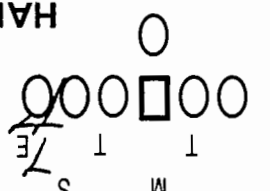
ZONE BLOCKING

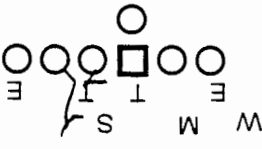
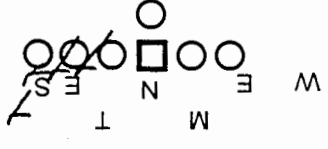
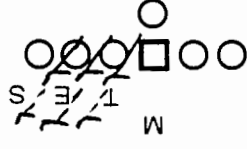
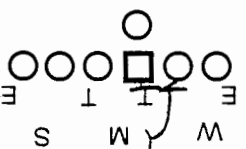
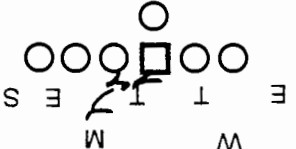
Area blocking between two adjacent offensive linemen responsible for blocking two defenders in a certain "Area".

A) TOWARD POINT OF ATTACK

<p>EASY</p>  <p>HARD</p> 	<p>SLIP (Center, Outside Guard) Zone blocking towards point of attack between center and outside guard. ("HARD" - BELLY, ALL) ("EASY" - STRETCH, PRESS)</p>
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<p>EASY</p>  <p>HARD</p> 	<p>SLIP (Outside Guard & Tackle) Zone blocking between outside guard and tackle at or towards point of attack. ("Hard" Belly, Call) (Easy - Stretch, Press)</p>
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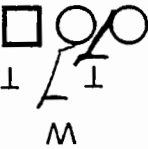

<p>EASY</p>  <p>HARD</p> 	<p>SLIP (Outside Tackle and TE) Zone blocking between outside tackle and tight end at or towards point of attack. ("Hard" Belly, Call) ("Easy" Stretch, Press)</p>
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	<p>COMBO Call made by outside tackle when running inside zone play (Belly) and <i>inside linebacker</i> aligns inside or stack behind 3 technique. On guard and on tackle will block the 3 technique to the linebacker. When tight end hears combo call he is in a <i>man situation</i> on #3.</p>
	<p>GANG Call made by the tight end to alert outside guard; inside 3 defenders ("TED", END and LB). This call can be made on belly and stretch when executing Hard or Easy zone principles.</p>
	<p>COLTS Call made by the outside tackle to alert outside guard and center to slip block hard or easy to the call side. NOTE: To handle E/T, T/E or Mike scrape.</p>
	<p>DOLPHIN Call made by the center to alert the outside (playside) guard that the Mike LB'er is aligned to the backside. It is an alert to the outside guard to give "hand-help" to the center before working to level two for the Mike. Outside tackle - the "DOLPHIN" call puts you in a man blocking situation (no help from the guard).</p>
	<p>BLACK Call made by the center to alert the outside (playside) guard that the Mike LB'er is aligned to the center before working to give "hand-help" to the center before working to level two for the Mike. Outside tackle - the "BLACK" call puts you in a man blocking situation (no help from the guard).</p>

ZONE BLOCKING

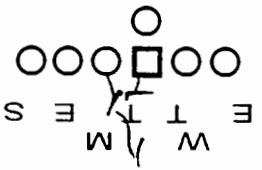
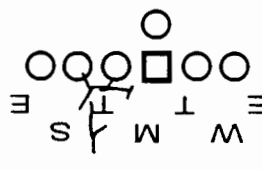
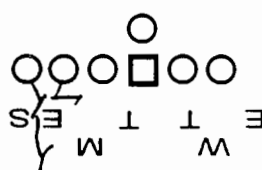
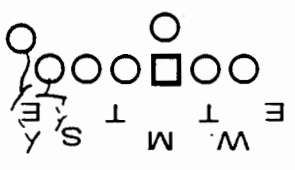
Area blocking between two adjacent offensive linemen responsible for blocking two defenders in a certain "Area".

A) ZONE BLOCKING AWAY FROM POINT OF ATTACK

	
	<p><u>QUICK</u> Call made by backside guard to alert backside tackle he may not be giving hand help.</p>
	<p><u>SCOOP</u> Call between two adjacent linemen with cut-off drive blocking assignment. <u>HARD SCOOP</u> for inside runs. <u>EASY SCOOP</u> for outside runs! this call is for backside only.</p>

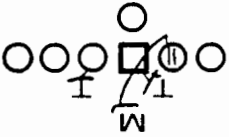
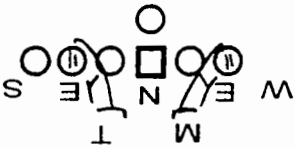
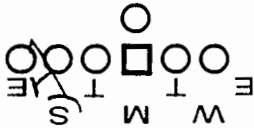
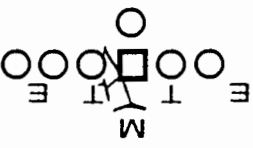
	<p>COP</p> <p>Call made by center to alert outside guard that he is moving playside to protect his gap! Offside guard must now handle the nose/tackle by himself.</p>
	<p>ZONE-IT</p> <p>Zone blocking technique between outside tackle and tight end or FB in double. Preventing two defenders from coming through their playside gaps. IF MAN-IT is in gameplan, block defender aligned on you - drive on his inside number.</p>
	<p>SAFETY CALL</p> <p>Call made by off-tackle or tight end or FB in double wing when safety aligns inside, in a "Joker" alignment. Execute zone blocking between outside tackle and tight end or FB on defensive end to the safety. We will turn loose the end man on the I.O.s.</p>
	<p>SEMI</p> <p>Same as SAFETY CALL including BACKSIDE GUARD.</p>
	<p>SLUSH</p> <p>Same as SEMI CALL including CENTER.</p>

TEAM BLOCKING SCHEMES
Used at the point of attack by two offensive blockers to create a substantial hole while working to seal off linebacker pursuit.

<p>ACE Team block between center and outside guard on Nose/Tackle and backside linebacker.</p> 	
<p>DUCE Team block between outside guard and tackle on the defensive tackle or end to the middle or backside linebacker.</p> 	
<p>TREY Team block between outside tackle and tight end to inside linebacker or middle linebacker. Alert DOWN-IT call from outside tackle.</p> 	
<p>QUAD Team block between the tight end and wing back on an outside linebacker or defensive end to inside linebacker on the 2nd level.</p> 	

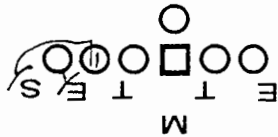
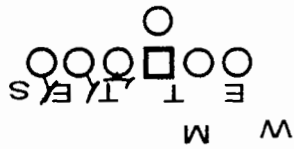
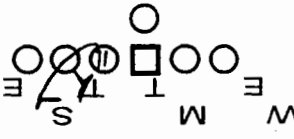
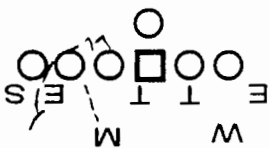
This is an exchange of assignments between two offensive blockers at or away from the point of attack.

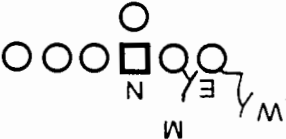
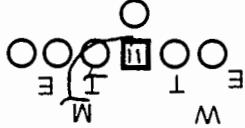
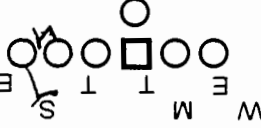
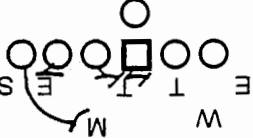
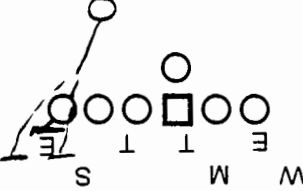
FOLD BLOCKING SCHEMES

	<p>FOLD Exchange between the center and offside guard. Center blocks back first with guard stepping around and up through the hole for linebacker.</p>
	<p>GUT Exchange between the guard and tackle. Guard blocks back first with tackle stepping around and up through the hole for linebacker.</p>
	<p>TAKE Exchange between the tackle and tight end. Tackle blocks back first with tight end stepping around and up through the hole for linebacker.</p>
	<p>COG Exchange between the center and inside guard. Center blocks out first with guard stepping around and up through hole for linebacker.</p>

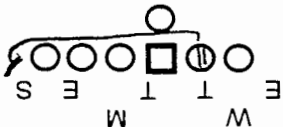
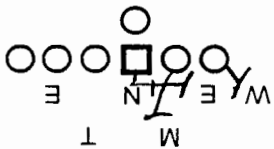
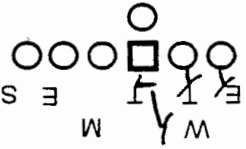
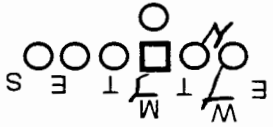
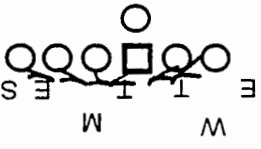
CHANGE IN BLOCKING SCHEMES

- Involving two or more offensive linemen or tight end.

	<p>TED Change of assignments between the <u>inside tackle and tight end</u>. Tight end will <u>pull</u> for on defensive end while tackle will <u>pull</u> for outside linebacker.</p>
	<p>DOWN-IT Call made by the tackle to alert the tight end to block <u>down</u> on the defensive end by himself - must stop penetration!</p>
	<p>TAG Change of assignments between the inside guard and outside tackle. Can only be used versus a "T"-Bubble on BLAST and TOSS and in some instances on BELLY. The tackle will block <u>inside</u> on the defensive tackle or end, the guard will pull around to block (Drive: Seal or Chop) the inside linebacker. Tight end is in a <u>Man Situation</u> on #3!</p>
	<p>IF Blocking term used by <u>ALL</u> inside offensive linemen when they are covered by a bubble linebacker. The technique is start open step pull and <u>IF</u> the linebacker comes under, take him. <u>IF</u> the linebacker flows, pull around to take him.</p>

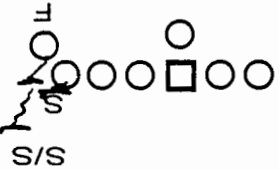
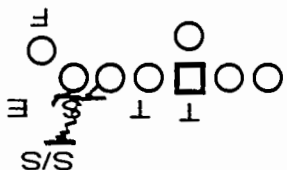
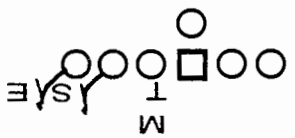
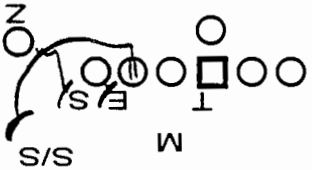
<p>FAN</p> <p>On-guard and On-tackle block out on 1st man and 2nd man on the l.o.s. Respectively - Big on BIG!</p> 	<p>C-SWITCH</p> <p>Call made by the center whereby he switches assignment with the outside guard.</p> 	<p>TOBY</p> <p>Exchange of blocking assignments between the outside tackle and tight end. Tight end will go first!</p> 	<p>TRIO</p> <p>Exchange assignments between tight end and fullback.</p> 	<p>LOCK-IT</p> <p>Call made by tight end on power to change blocking assignments with fullback. Tight end base drives on end - fullback leads through for the linebacker. Alert "Lock-It 7" vs "7" technique.</p> 
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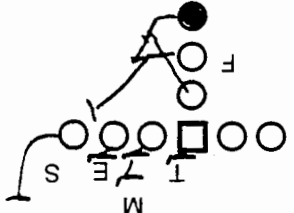
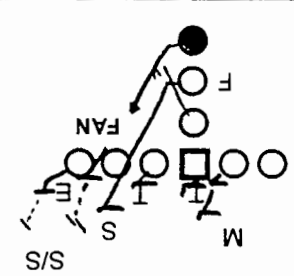
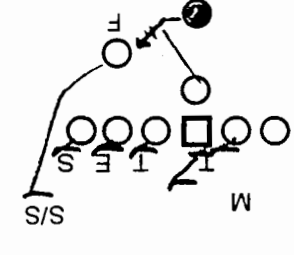
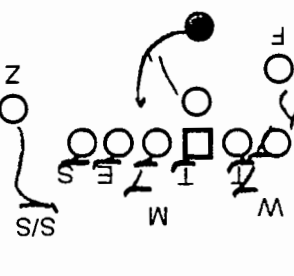
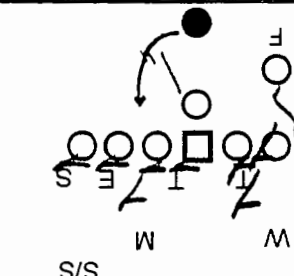
OTHER BLOCKING TERMS or CALLS

	<p>LOG Term to alert the guard to "Hook" the defenders outside shoulder rather than kicking out. If defender uses wrong shoulder technique.</p>
	<p>PICK-IT Blocking term used to tell the center to block back on the first defender on the l.o.s. away from the point of attack, on the wham play.</p>
	<p>STACK Blocking term used to tell the center to block the backside LB on the Wham play. The backside guard and tackle will "Fan" for 1st and 2nd man on l.o.s. respectively.</p>
	<p>"ME" and "YOU" Call made by the outside tackle on the Wham play. "ME" tackle block will LB'er and guard blocks #2 on l.o.s. "YOU" - guard block will LB'er in win alignment, tackle blocks #2 on l.o.s.</p>
	<p>WEDGE Blocking at the point of attack, by line and TE or TE's. Used in short yardage and goalline situations in conjunction with QB sneak.</p>

STRONGSIDE & WEAKSIDE BLOCKING TERMS & SCHEMES

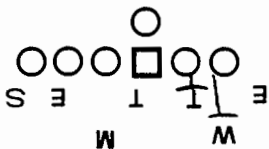
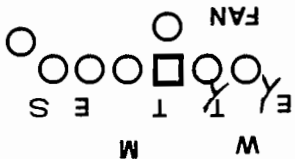
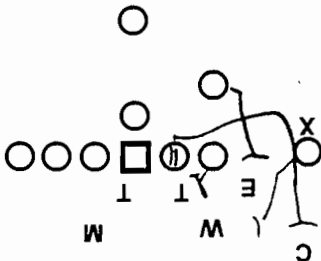
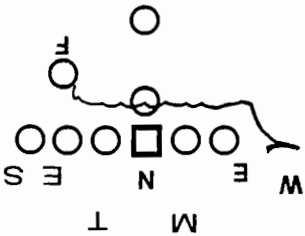
A) STRONG SIDE TERMS

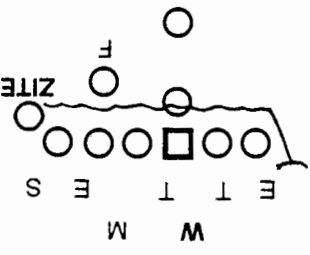
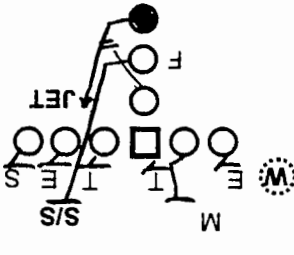
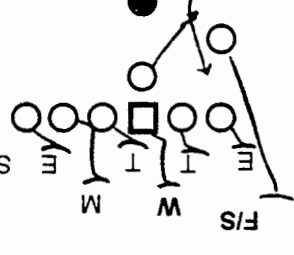
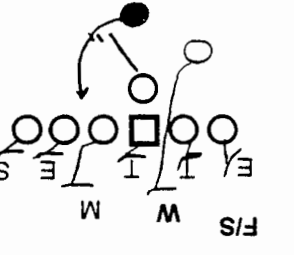
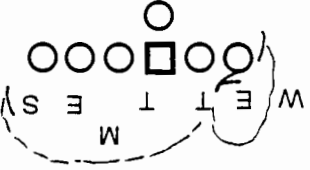
	<p>EXTRA Back or backs sub in "TRIPS AREA" give hard help to tight end on the emol - responsible for blocking force. Can be used with back in motion.</p>
	<p>JOKER Call made by the TE when blocking back aligned in trips set on "Extra Blocking"! The tackle and TE will zone off the defender aligned on TE up to the Safety. Blocking back or his "Sub" will be in a man situation on the emol!</p>
	<p>TURN-IT Call made by outside tackle to the TE vs two (2) guys look when no "Extra" blocker. Two-guys combination of wide and squirm. Two-guys (2) outside the tackle box with the tackle uncovered.</p>
	<p>CRACK BACK Outside tackle pulls and blocks the force. Ex: Toss Right Crackback!</p>

 <p>S/S</p>	<p>END FLARE Tight End releases and blocks the force! ex: Call Right Zipper.</p>
 <p>S/S</p>	<p>BOX ADJUSTMENT Team work between the TE and blocking back or TE and outside tackle.</p>
 <p>S/S</p>	<p>BOSS Back or Back's substitute on the force. Two backs in the backfield.</p>
 <p>S/S</p>	<p>ZEUS Z or Z substitute responsible for the force.</p>
 <p>S/S</p>	<p>BOOK A blocking scheme whereby the force to the playside will be unblocked.</p>

STRONGSIDE & WEAKSIDE BLOCKING TERMS & SCHEMES

B) WEAK SIDE TERMS

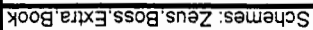
	<p>MONGO Blocking scheme to block #1 and #2 in the front on or off l.o.s.</p>
	<p>FAN Blocking scheme to block #1 and #2 on the l.o.s.</p>
	<p>G Change of assignments between inside guard and tackle. The tackle will block inside on the 3 and tackle. The guard will pull getting some depth and block the force. ex: Pitch Left G.</p>
	<p>EMOL Back's Tag - back or back's sub responsible for blocking end man on l.o.s.</p>

	<p>KICK - Z or Z's substitute responsible for blocking end man on l.o.s.</p>
	<p>JET Call to alert offensive team that the strong safety is aligned in JOKER position. (LB depth to playside) and will be counted as a LB in rule interpretation.</p>
	<p>SLUG Call to alert offensive team that the free safety is aligned in FOX position (LB depth to playside) and will be counted as a LB in rule interpretation.</p>
	<p>BOB Scheme called to change the backside blocking pattern. FB = Will LB'er. Offside guard and tackle block BIG on BIG vs "5" look.</p>
	<p>PEEL BLOCK Wall off technique - Used to cut a defender off while still getting movement upfield.</p>

Zone Plays

<u>ITEM</u>	<u>PAGE</u>
Belly (Strong)	1-2
Belly (Weak)	3-4
FB Belly	5-6
Call (Weak)	7-8
Call (Strong)	9-10
Wham	11-12
Stretch (Strong)	13-14
Extra Blocking Principles	15-16
Stretch (Weak)	17-18
Blast	19-20
Press (Weak)	21-22
Press (Strong)	23-24

Schemes: Zeus, Boss, Extra, Book



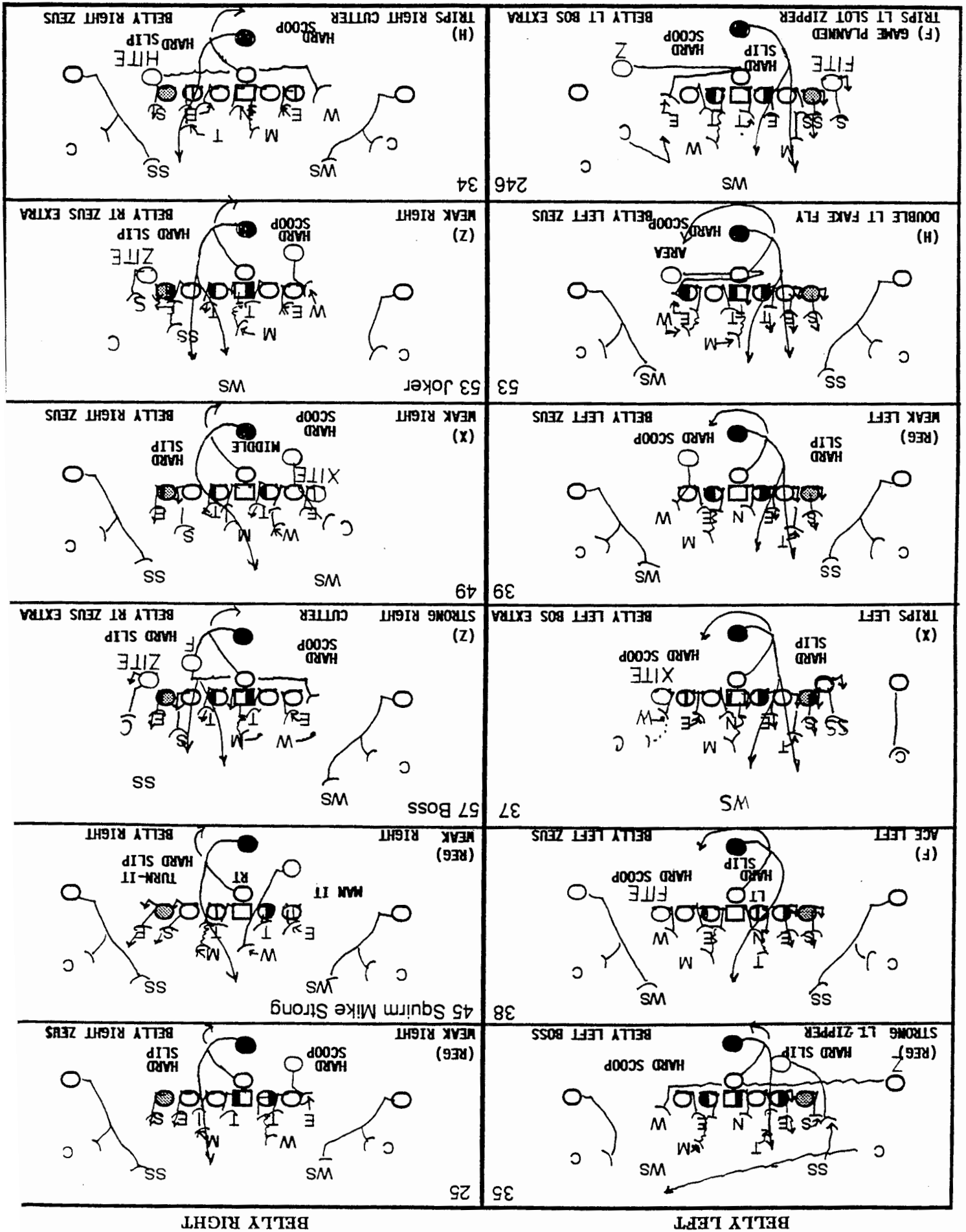
Schemes: Zeus, Boss, Extra, Book

Schemes: Zeus, Boss, Extra, Book

Schemes: Zeus, Boss, Extra, Book

Schemes: Zeus, Boss, Extra, Book

Schemes: Zeus, Boss, Extra, Book

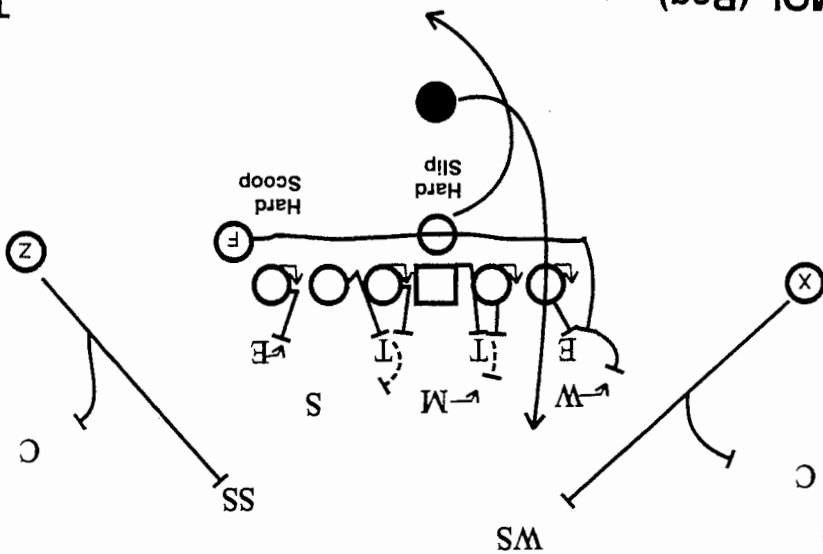


BELLY RIGHT

BELLY LEFT

Belly Lt/Rt(Weakside)

47 Will Stack

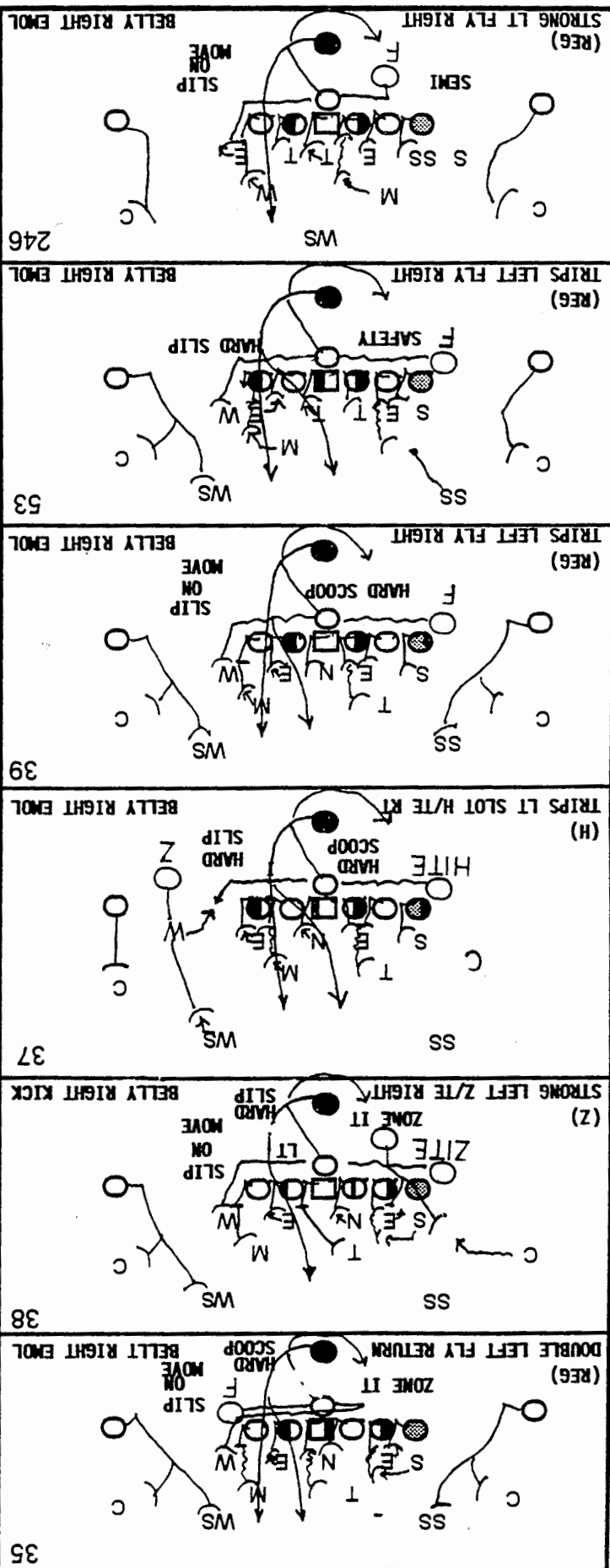


Trips Rt Fly Left

Belly Left EMOL (Reg)

Play Description: Weakside Belly, play will always be run away from formation strength, with the back or the 'Z' in motion to block end man on LOS. EMOL: Back or backs sub on end man on LOS. KICK: Z or Z's sub on end man on LOS. Other schemes are KICK BOSS. Note: Everyone is at the point of attack

QB	Same as the Belly strongside
BB	EMOL: Block End Man on LOS to playside. Aiming point is outside number. Possible Slip on the move. KICK- backside cutoff.
BC	Same as the Belly Strongside
OFF-T	Man block #2. Hard Scoop Technique. Alert "Safety." "Semi."
OFF-G	Man block #1. Hard Scoop Technique.
C	Man block #0. Hard Slip Technique.
ON-G	Man block #1. Drive Technique. Hard Slip
ON-T	Man block #2. Drive Technique. Hard Slip on the move.
Y	Man block #3. Playside Gap Technique. Alert for "Safety" call. "Semi" call.
Z	Block middle one-third. KICK- Block end man on LOS at POA.
X	Block first force. Kick Boss: Block man over



FB Belly

25
FB Belly Rt

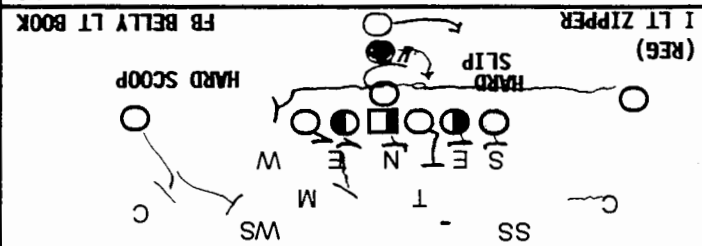
Play Description

Strongside Dive play with "Belly Action" by the ball carrier with offensive front using POWER ZONE Blocking principles. Important that we get movement up front so that the back can find the creases and run to daylight. Can be run with Regular, H, F and Z Personnel.

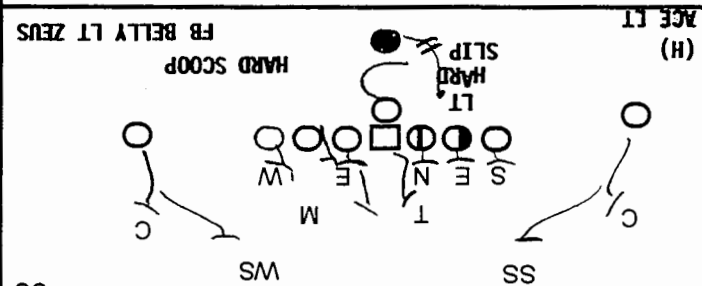
Note: Everyone is at the Point of Attack.

QB	Reverse Out: Fake Toss hand deep to the ball carrier.
BB	Fake Toss Sweep Alert seal backside
BC	Drop open cross over downhill plant. Aiming point is the butt of the tackle. Key the block of the Tackle. Vs a tackle bubble, run to cram it and feel the 3 technique.
OFF-T	Man block #2. Hard scoop technique. Alert "Man-it" call.
OFF-G	Man block #1. Hard scoop technique.
C	Man block #0. Alert Hard (Scoop or Slip). Alert "Black" call.
ON-G	Man block #1. Drive technique. Alert Hard Slip. Turn-it or Combo.
ON-T	Man block #2. Drive technique. Alert Hard Slip. Turn-it or Combo.
Y	Man block #3. Drive technique. Alert Hard Slip. Turn-it or Combo.
Z	Boss: Zipper motion block Zip area Zeus: Block force.
X	Block middle one-third.

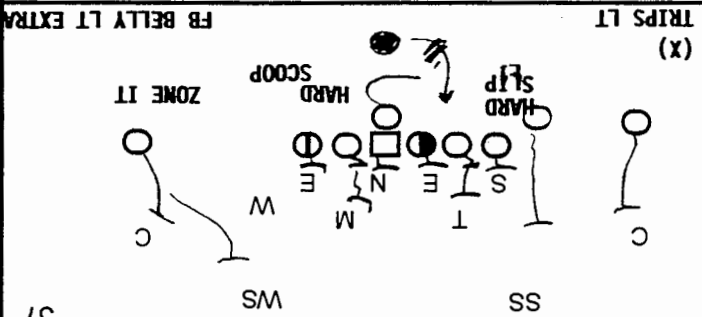
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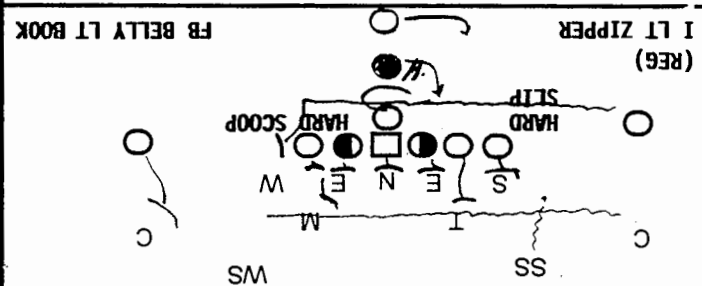
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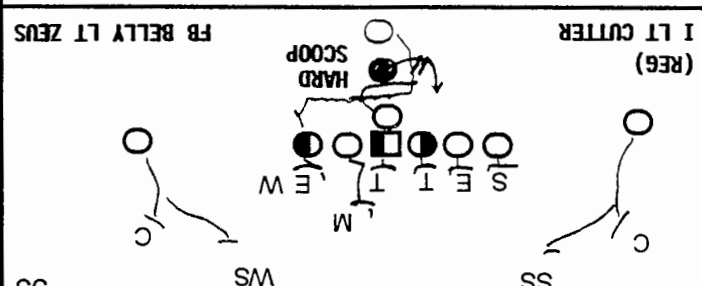
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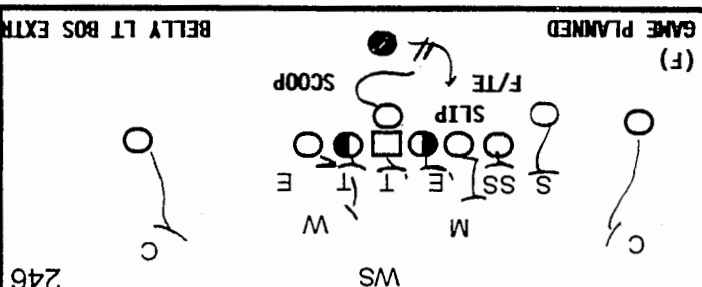
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53



246



6

25

(REG)

I RT

FB BELLY RT ZEUS

SS

WS

C

BLACK

SCOP

TURN IT

FB BELLY RT ZEUS

SS

WS

C

45 Squirm Mike Strong

SS

WS

C

FB BELLY RT ZEUS

SS

WS

C

45 Squirm Mike Strong

SS

WS

C

FB BELLY RT ZEUS

SS

WS

C

57 Boss

SS

WS

C

FB BELLY RT ZEUS

SS

WS

C

53 Joker

SS

WS

C

FB BELLY RT ZEUS

SS

WS

C

53

FB BELLY RT ZEUS

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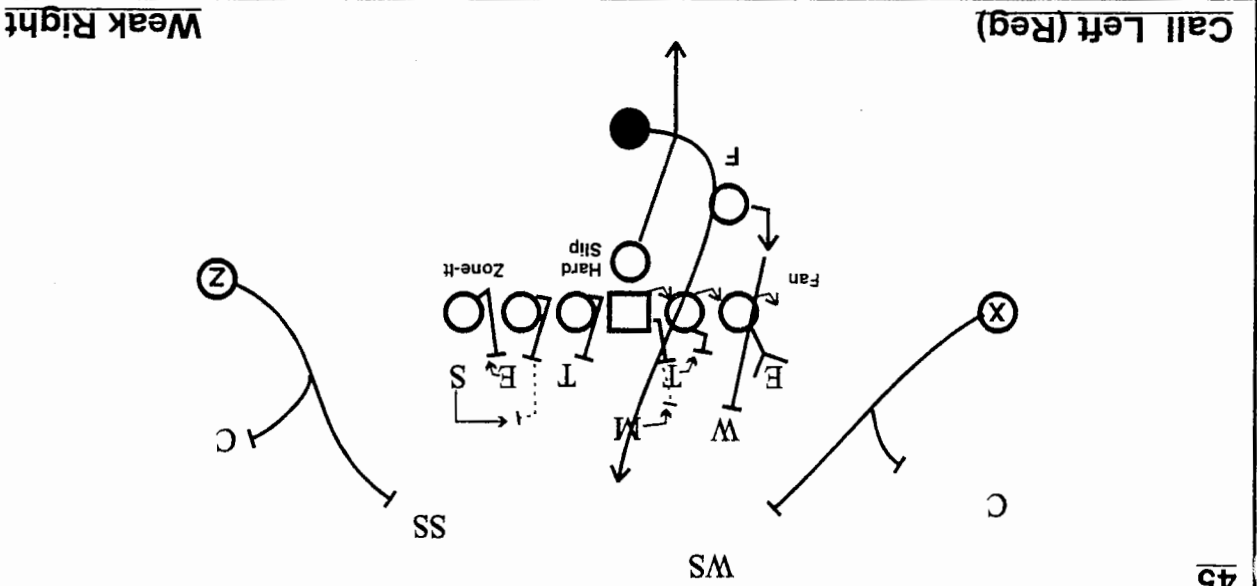
C

53

FB BELLY RT ZEUS

Call L/Rt (Weakside) (Also Slant L/Rt)

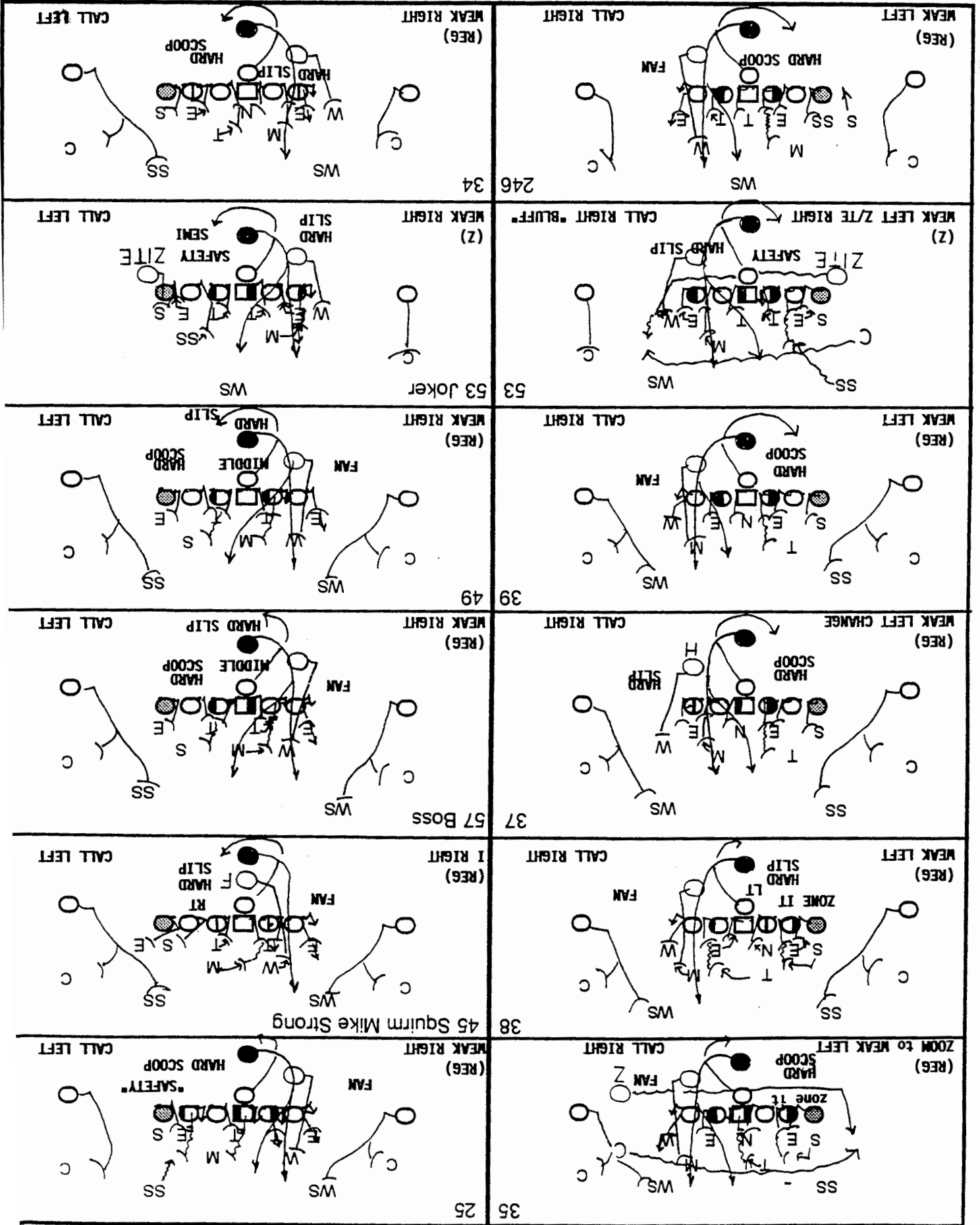
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Play Description:

Weakside Belly always run with two(2) backs in the backfield.
 CALL: Outside Tackle will Call the blocking scheme at the LOS.
 MONGO: Man blocking, POWER ZONE BLOCKING PRINCIPLES.
 FAN: blocking vs. A '5' look or weak reduction.

QB	Open to give the ball carrier as deep as possible. Set up for Dropback.
BB	MONGO: Man block #3. Drive inside out. FAN: '5' look, weak reduction block Will Lber.
BC	Drop open, cross over, downhill plant. If Slant: Downhill footwork. Aiming point is butt of the Tackle. Key block of Tackle Vs a Tackle bubble, run to Cram it and feel 3 Technique.
OFF-T	Man block #2. Hard Scoop Technique. Alert Zone-It or "Safety" call. "Semi" call.
OFF-G	Man block #1. Hard Scoop Technique.
C	Man block #0. Hard Slip Technique. (Alert call from On-Guard).
ON-G	Man block #1. Drive Technique, Hard Slip.(Alert call vs 2 Technique)..
ON-T	Man block #2. Drive Technique. If '5' look, weak reduction make FAN call.
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over.
X	Block first force. Slot formation block man over.



CALL LEFT

CALL RIGHT

Call L/Rt (Strongside)	<div data-bbox="1461 1837 1518 1879">45</div> <div data-bbox="454 1323 1282 1858"> </div> <div data-bbox="178 1281 527 1333">Strong Right Zipper</div>
Play Description	<p>Strongside Belly always run with two (2) backs in the backfield.</p> <p>CALL: Outside Tackle will call the blocking scheme at the L.O.S.</p> <p>MONGO: Man blocking, power zone blocking principles.</p> <p>FAN: blocking vs. a "7" look or strong reduction.</p> <p>NOTE: Blocking back and TE, alert for box adjustment. QB - will need zipper motion with this play</p>
QB	Open to, give to ball carrier as deep as possible. Set up show pass.
BB	MONGO: Man block #3. If #3 latches on to TE, box adjust to S/S. FAN: vs. A "7" look, strong reduction block Sam LB'er.
BC	Drop open, cross over, downhill plant, aiming point is the butt of the Tackle. Key block of the Tackle. Vs a Tackle bubble, run to cram it and feel 3 technique.
OFF-T	Man block #2. Hard Scoop Technique. Possible Sift Thru.
OFF-G	Man block #1. Hard Scoop Technique.
C	Man block #0. Hard Slip Technique. Alert COP vs. a Triple look.
ON-G	Man block #1. Drive technique. Alert Hard Slip.
ON-T	Man block #2. Drive technique. If a "7" look, strong reduction make FAN call.
Y	Execute Box adjustment off of #3. Drop zone step for outside number. If #3 widens- Lock on, Do Not Avoid. If #3 does not widen continue on the end flare course to block the S/S (strong support)
Z	Zipper motion, must seal EMOL.
X	Block middle one-third.

<p>34</p>	<p>246</p>
<p>53 Joker</p> <p>(REG) STRONG RIGHT Z/TE ZIPPER</p> <p>ADJUST "BOX" ZITE</p>	<p>53</p> <p>(REG) I LEFT ZIPPER</p> <p>ADJUST "BOX" Z</p>
<p>49</p> <p>(REG) STRONG RIGHT ZIPPER</p> <p>RALPH GAP</p> <p>END FLARE</p>	<p>39</p> <p>(REG) STRONG LEFT ZIPPER</p> <p>LESTER "B"</p> <p>END FLARE</p>
<p>57 Boss</p> <p>(REG) I RIGHT ZIPPER</p> <p>RALPH "BOX" ADJUST</p>	<p>37</p> <p>(REG) I LEFT ZIPPER</p> <p>LESTER "B"</p> <p>END FLARE</p>
<p>45 Squirm Mike Strong</p> <p>(X) STRONG RIGHT</p> <p>RALPH "B" XITE</p> <p>TURN-IT</p>	<p>38</p> <p>(REG) STRONG LEFT ZIPPER</p> <p>ADJUST "BOX" Z</p> <p>LI</p>
<p>25</p> <p>(REG) I RIGHT ZIPPER</p> <p>SLIP "B"</p> <p>END FLARE</p>	<p>35</p> <p>(REG) STRONG LEFT ZIPPER</p> <p>SLIP "B"</p> <p>END FLARE</p>

CALL RIGHT

CALL LEFT

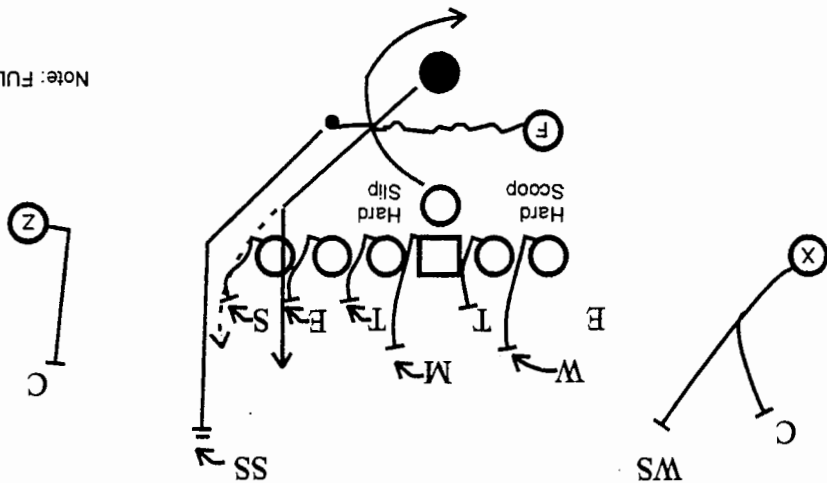
43	<div><div>Wham Rt-Lt (Strongside)</div><div>Schemes: Zeus, Boss, Extra</div></div>	<div><div>Wham Rt (Reg)</div><div><div>Trips Rt</div></div></div>	<div><div>Play Description</div><div>Complimentary play to the Belly play, to the strong side of the formation. Excellent way to separate the defense using the FB or the FB sub to WHAM BLOCK on the first down lineman from the Center box--backside. QB do not run if Center and Onside Guard are covered by down lineman. This play may be placed in a CWM category.</div><div>SHORT MOTION will be understood by Wham blocker if aligned near LOS.</div></div>	<table><tr><td>QB</td><td>Open to: Hand deep to the ball carrier. Set up Rambo.</td></tr><tr><td>FB/Sub</td><td>Wham rules: 1) Guard bubble, Wham Nose Tackle. 2) Center bubble, Wham first down lineman past the Center.</td></tr><tr><td>HB/FB</td><td>Same as the Belly. Look to cram the ball strong. Do not cut back behind the Wham block.</td></tr><tr><td>OFF-T</td><td>Take a 3 foot split. Covered by a down lineman or a "Stack" call made by the Center, block EMOL. Vs an even Front with a '5' look: make "You" or "Me" call to off Guard.</td></tr><tr><td>OFF-G</td><td>Take a 3 foot split. If covered by Lber drive on the inside number. If covered by a down lineman block next defender to the outside. "Stack" call, block inside number of defender aligned on you. Alert for a "You" or "Me" call from the offside Tackle.</td></tr><tr><td>C</td><td>Make call according to front. If covered by a down lineman-"Pick-It", "Stack" call if covered by a Nose Tackle and backside Guard covered by a down lineman (25 look). Covered by a Lber "Hard" with onside Guard.</td></tr><tr><td>ON-G</td><td>Man block #1. Same as Belly. HARD SLIP blocking.</td></tr><tr><td>ON-T</td><td>Man block #2. Same as Belly. HARD SLIP blocking. Note: vs 'T' bubble use Zone steps only.</td></tr><tr><td>Y</td><td>Man block #3. Same as Belly. HARD SLIP blocking.</td></tr><tr><td>Z</td><td>Zeus: Block force. Boss: will be with Z personnel only.</td></tr><tr><td>X</td><td>Block middle one-third.</td></tr></table>	QB	Open to: Hand deep to the ball carrier. Set up Rambo.	FB/Sub	Wham rules: 1) Guard bubble, Wham Nose Tackle. 2) Center bubble, Wham first down lineman past the Center.	HB/FB	Same as the Belly. Look to cram the ball strong. Do not cut back behind the Wham block.	OFF-T	Take a 3 foot split. Covered by a down lineman or a "Stack" call made by the Center, block EMOL. Vs an even Front with a '5' look: make "You" or "Me" call to off Guard.	OFF-G	Take a 3 foot split. If covered by Lber drive on the inside number. If covered by a down lineman block next defender to the outside. "Stack" call, block inside number of defender aligned on you. Alert for a "You" or "Me" call from the offside Tackle.	C	Make call according to front. If covered by a down lineman-"Pick-It", "Stack" call if covered by a Nose Tackle and backside Guard covered by a down lineman (25 look). Covered by a Lber "Hard" with onside Guard.	ON-G	Man block #1. Same as Belly. HARD SLIP blocking.	ON-T	Man block #2. Same as Belly. HARD SLIP blocking. Note: vs 'T' bubble use Zone steps only.	Y	Man block #3. Same as Belly. HARD SLIP blocking.	Z	Zeus: Block force. Boss: will be with Z personnel only.	X	Block middle one-third.
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X	Block middle one-third.																									

<p>34</p> <p>(X) TRIPS RIGHT</p>	<p>246</p> <p>WS</p>
<p>53</p> <p>53 Joker</p>	<p>53</p> <p>WS</p>
<p>49</p> <p>(REG) STRONG RIGHT</p>	<p>39</p> <p>WS</p>
<p>57</p> <p>57 Boss</p>	<p>37</p> <p>WS</p>
<p>45</p> <p>45 Squirm Mike Strong</p> <p>(H) TRIPS RIGHT</p>	<p>38</p> <p>(F) DOUBLE LEFT F/T LEFT</p>
<p>25</p> <p>(REG) STRONG RIGHT</p>	<p>35</p> <p>(REG) WEAK LEFT FLY LEFT</p>

Stretch Lt/Rt (Strongside)

45

Note: FULL ZONE



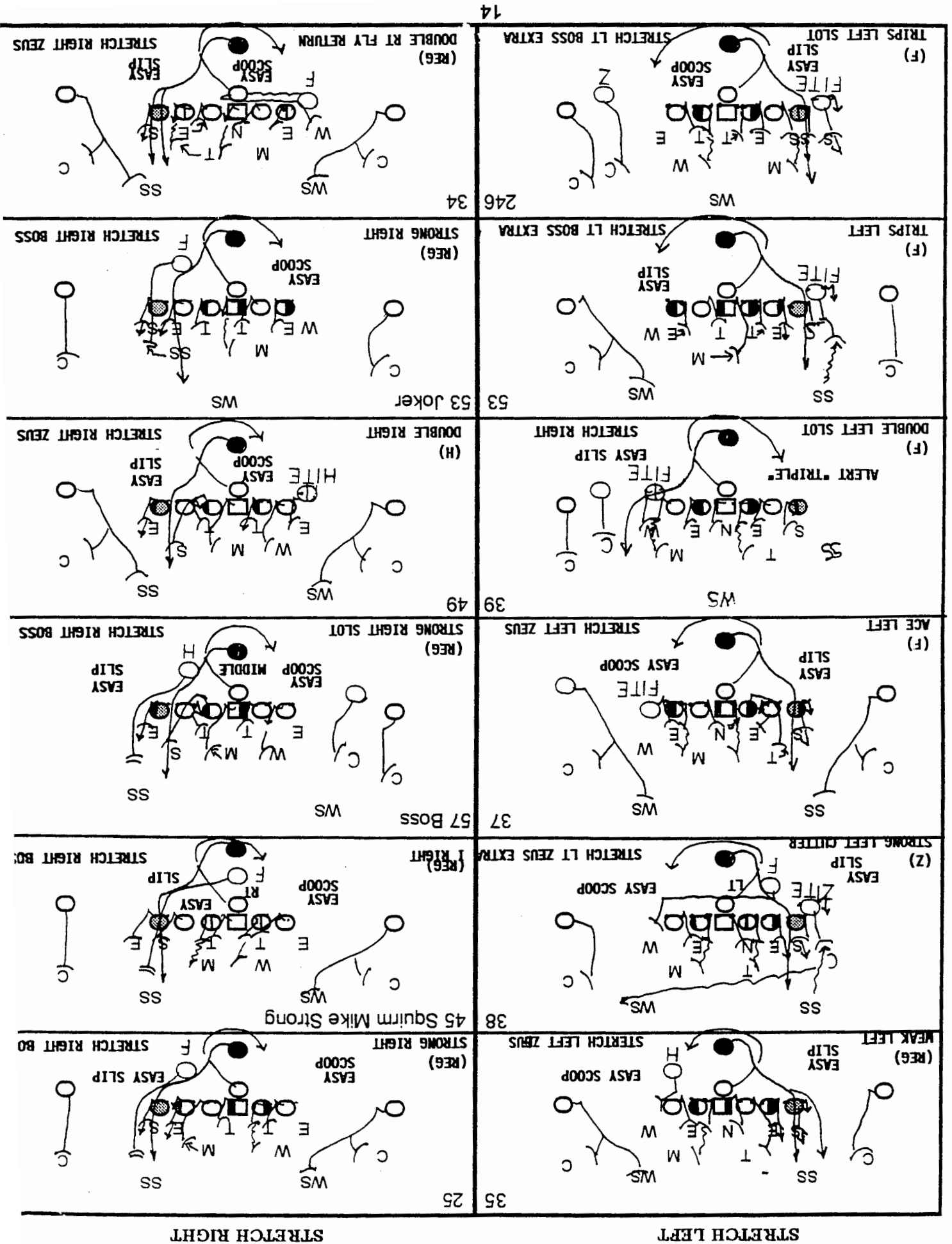
Weak Rt Fly Right

Stretch Right BOSS (Reg)

Play Description:

This play is designed to STRETCH the defense to the outside while option running off the TE's block. Our offensive front will use FULL ZONE BLOCKING PRINCIPLES to create movement up front. This play can be used from H, F and Z personnel.

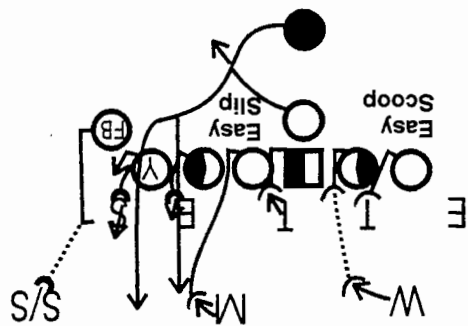
QB	Open To, hand to ball carrier. Hide action fake.
BB	BOSS or BOSS EXTRA: Block force. ZEUS: Execute backside seal block.
BC	Take open step. Aim at the inside cheek of TE's Butt. TE displaces #3 to outside; feel block on '5' or '3' Technique. Cut up field not back.
OFF-T	Man block #2. Easy Scoop Technique.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut technique on Nose Tackle.
C	Man block #0. Easy Scoop Technique. Alert Full Gap. (Triple).
ON-G	Man block #1. Drive Technique, outside breast. Easy Slip..
ON-T	Man block #2. Drive Technique, outside breast Alert Easy Slip. (Alert Turn-It call, Tag-It vs. 'T' bubble with '3' and '9' Techniques).
Y	Man block #3. Drive Technique, outside breast. Easy Slip, Turn-It. Vs. 34 = possible "Gang" call.
Z	BOSS: block second force ZEUS: Block First force. Slot formation: Block man over.
X	Block middle one-third.



EXTRA BLOCKING PRINCIPLES

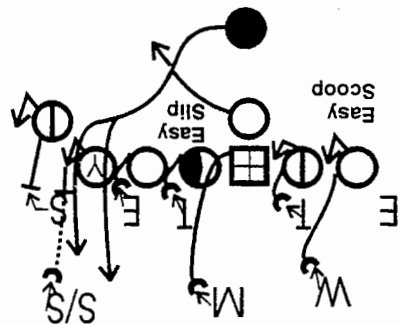
EXTRA - Means that the fullback or FB's sub aligned in "trips area" (next to Y) is responsible for blocking the force or support. The "Z" receiver will be responsible for blocking the defender aligned on him.

25 - COVER 3 LOOK



LOOSE 9 TECHNIQUE:
FB may give "Y" hand help up to SS.

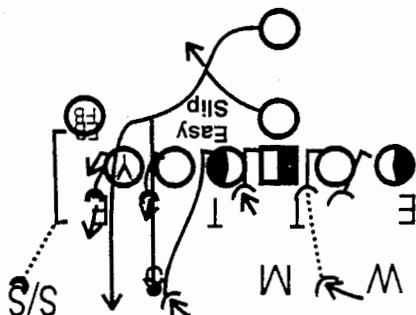
45 - 3 BUZZ



8 TECHNIQUE:
Sam aligned on the fullback - "Y" give hand help to FB and continue up field for S/S.

EXTRA BLOCKING PRINCIPLES

57 BOSS - COVER 3

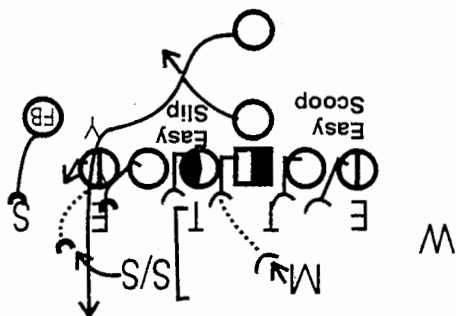


VERSUS A 3 and 9 TECHNIQUE

Will execute tag-it scheme!

FB may give "Y" hand help as you release up to S/S.

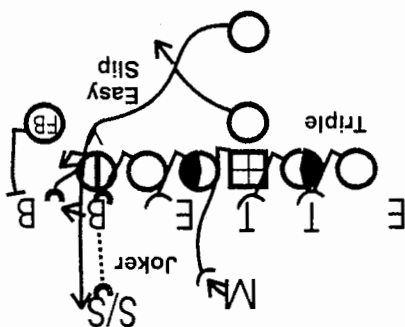
53 WIDE JOKER - 3 BUZZ



If the Strong Safety moves inside of Y - The line will make a line call to handle in the blocking scheme. The FB will now be responsible for blocking SAM.

On T - - Versus a 3 and 7 technique -- Easy Slip.

246 ADJUST - COVER 1

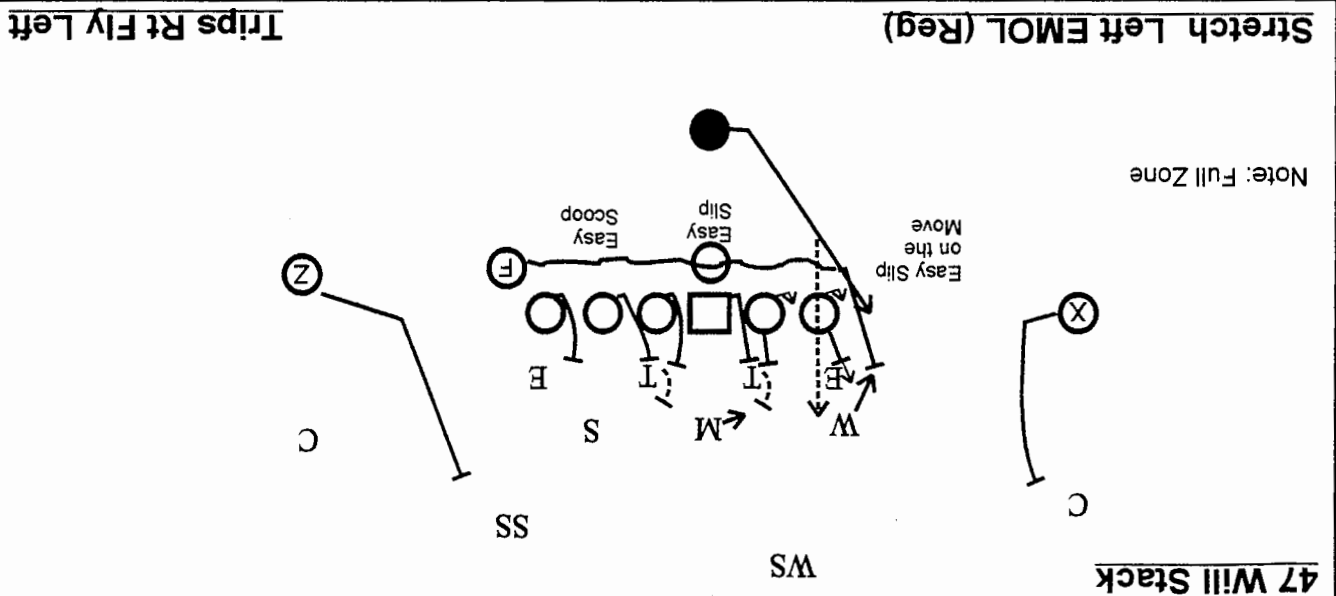


If the Tackle is uncovered and the Strong Safety is aligned in Y's vicinity the Tackle will make a JOKER call to work with "Y" up to strong support! The FB will now be responsible for blocking the end man on L.O.S.

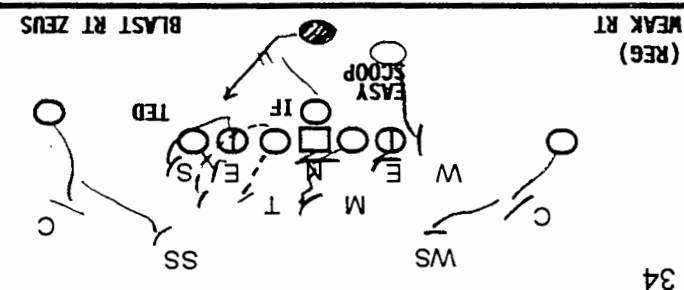
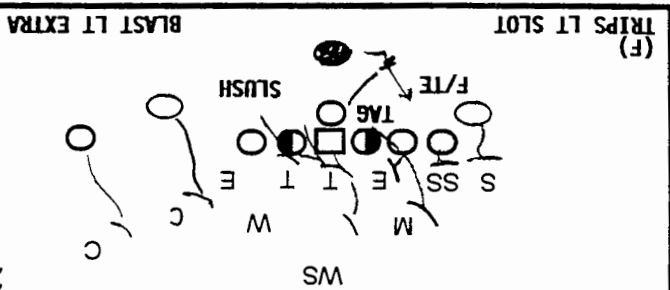
QB	Open To, hand to ball carrier. Hide action fake.
BB	EMOL: Man block #3. Vs '5' Look, 'T' bubble Easy Slip on the move. KICK: Backside cutoff block.
BC	Take open step. Aim at the inside cheek of Ghost TE's Butt. Read block of EMOL. If he widens look to cut up NEVER back. May feel block on '5' or '3' Technique.
OFF-T	Man block #2. Easy Scoop Technique. Alert Zone-It or "Safety" call. "Semi".
OFF-G	Man block #1. Easy Scoop Technique. Possible cut technique on Nose Tackle.
C	Man block #0. Playside Gap Technique. Alert Full Gap. (Alert Triple).
ON-G	Man block #1. Drive Technique, outside breast. Easy Slip (Guard Bubble= Half Moon course).
ON-T	Man block #2. Drive Technique, outside breast Alert Full Scoop. Vs '5' look (T bubble) Slip on the Move with BB.
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over. KICK: Block EMOLOS at POA.
X	Block first force. Slot formation block man over.

-Weakside Stretch play will always be run away from formation strength with the back or 'Z' in motion to block EMOL.
EMOL: Back or backs sub on end man on LOS.
KICK: Z or Z's sub on end man on LOS.

Play Description:



<p>(H) 34</p>	<p>(REG) 246</p>
<p>(REG) 53 Joker</p>	<p>(H) 53</p>
<p>(F) 49</p>	<p>(REG) 39</p>
<p>(Z) 57 Boss</p>	<p>(F) 37</p>
<p>(F) 45 Squirm Mike Strong</p>	<p>(Z) 38</p>
<p>(REG) 25</p>	<p>(REG) 35</p>

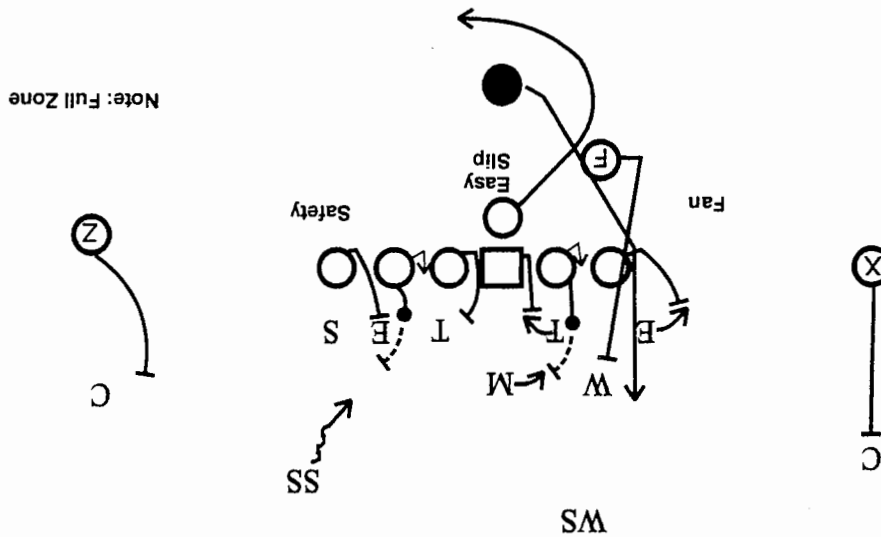
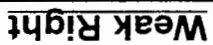


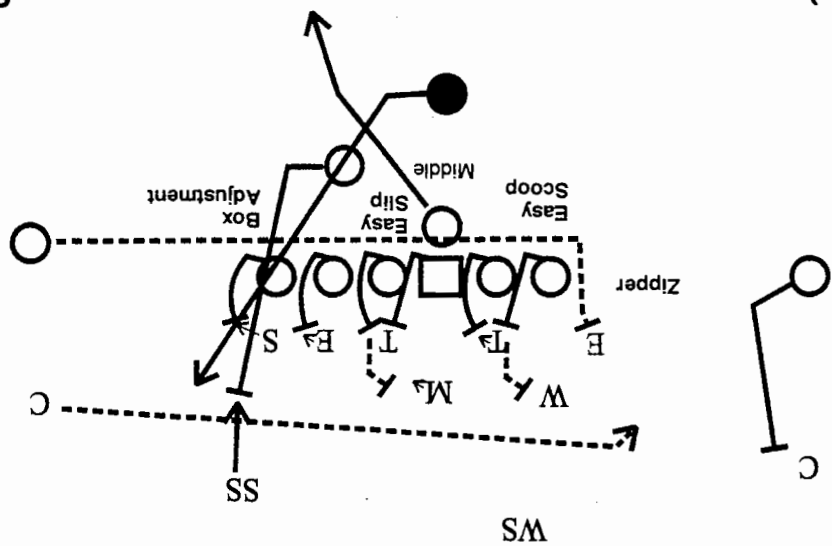
QB	Open to give the ball carrier as deep as possible. Hide action fake.
BB	MONGO: Man block #3. Aiming point is outside number. LESTER or RALPH: '5' look, weak reduction block Will Liber. Read On T to On G Block
BC	Open step, read block on EMOL. If end man widens, cut upfield not back. Feel the '5' or '3' Technique.
OFF-T	Man block #2. Easy Scoop Technique. Alert Zone-It or "Safety" call.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut on Nose Tackle.
C	Man block #0. Easy Slip Technique. Alert Full Gap. (Alert Triple).
ON-G	Man block #1. Drive Technique, outside breast. Easy! Slip.
ON-T	Man block #2. Drive Technique, outside breast. '5' look, weak reduction make FAN call. Drive for outside number.
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over.
X	Block first force. Slot formation block man over.

Weakside Stretch with two(2) backs in the backfield, "Press" -
 Onside Tackle will call the blocking scheme at the LOS.
 MONGO: Man blocking FULL ZONE BLOCKING PRINCIPLES.
 FAN: Fan blocking vs. A '5' look or weak reduction.

Play Description:

Press Left (Reg)





Strong Rt Zipper

Press Rt (Reg)

Play Description
Strongside Stretch with two(2) backs in the backfield. "Press" inside Tackle will call the blocking scheme at the LOS.
MONGO: Man blocking, FULL ZONE BLOCKING PRINCIPLES.
FAN: blocking vs. "7" look or strong reduction.
Note: Blocking back and TE, Alert for Box adjustment. QB will need Zipper motion with t

QB	Open to, give to ball carrier as deep as possible. Hide action fake.
BB	MONGO: Man block #3. If latches on to TE, box adjust to S/S. FAN vs. A "7" look, strong reduction block Sam Liber.
BC	Open Step, read block on EMOL. If end man widens, cut upfield not back.
OFF-T	Man block #2. Easy Scoop technique.
OFF-G	Man block #1. Easy Scoop technique. Possible cut.
C	Man block #0. Easy Slip technique. Alert COP vs a Triple look.
ON-G	Man block #1. Drive technique, outside breast. Alert Full Slip.
ON-T	Man block #2. Drive technique outside breast. "7" look, strong reduction make FAN call. Drive for outside number (Drop Zone step). Execute box adjustment off of #3. Drop Zone step for outside number. If #3 widens lock on, DO NOT AVOID. If #3 does not widen continue on your end flare course to block the S/S (strong support)
Y	Zipper motion, must seal EMOL.
Z	Block middle one third.

<p>24</p> <p>34</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG RT ZIPPER (REG)</p> <p>PRESS RIGHT</p>	<p>246</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG LT ZIPPER/TURN-IT (REG)</p> <p>PRESS LEFT</p>
<p>53</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG RT ZIPPER (Z)</p> <p>PRESS RIGHT</p>	<p>53</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG LT ZIPPER (REG)</p> <p>PRESS LEFT</p>
<p>49</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG RT ZIPPER (REG)</p> <p>PRESS RIGHT</p>	<p>39</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG LT ZIPPER (REG)</p> <p>PRESS LEFT</p>
<p>57</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG RT ZIPPER (REG)</p> <p>PRESS RIGHT</p>	<p>37</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG LT ZIPPER (REG)</p> <p>PRESS LEFT</p>
<p>45</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG RT ZIPPER (X)</p> <p>PRESS RIGHT</p>	<p>38</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG LT ZIPPER (REG)</p> <p>PRESS LEFT</p>
<p>25</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG RT ZIPPER (REG)</p> <p>PRESS RIGHT</p>	<p>35</p> <p>WS</p> <p>SS</p> <p>END FLARE</p> <p>SLIP</p> <p>STG LT ZIPPER (REG)</p> <p>PRESS LEFT</p>

Counters Powers

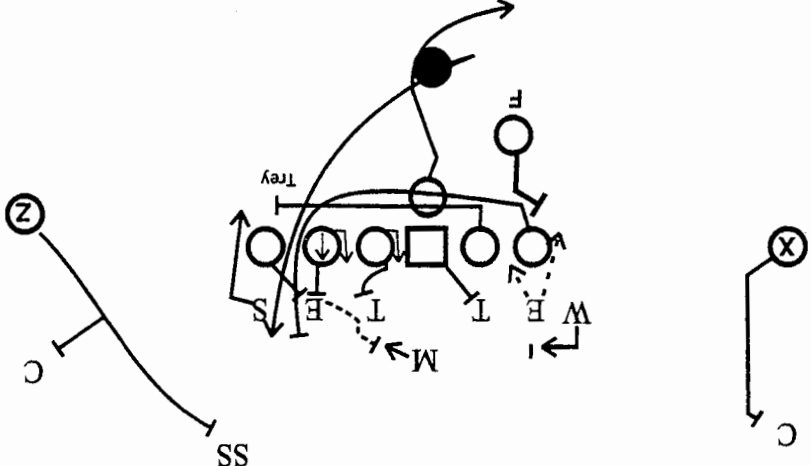
<u>ITEM</u>	<u>PAGE</u>
Counter	1-2
Counter Switch	3-4
Counter Load	5-6
Counter Loose	7-8
Power	9-11
Power Loose	12-13

Counter Rt-Lt (Strongside)

Counter Rt (Reg) Weak Right

Play Description:

This play is designed to misdirect the defense thru the blocking scheme and backfield action. The action by the ball carrier will misdirect the defense enough to give our offensive front excellent blocking angles. This play can be run from Regular, H or F personnel.



QB	Open away, hand ball to ball carrier. Fake boot.
BB	Seal the area outside the Off Tackles alignment
BC	Stutter step, key lead blocker for a possible log or trap on EMOL.
OFF-T	Pull to playside. Key the pulling Guard and block the 1st Lber inside. Alert to a "Lock-It" call. Adjust blocking on the move..
OFF-G	Pull to playside. Trap or log EMOL. Alert to "Lock-It" call. Adjust blocking on the move.
C	Block backside. Alert Dallas vs Triple looks.
ON-G	Block first man inside on or off LOS. Alert Deuce up to backside Lber.
ON-T	Block first man inside on or off LOS. Alert Deuce, Trey, Down-It or Dallas calls.
Y	Trey block with on tackle to backside LB. Alert for Down-It call. block end by yourself. Vs "T" bubble - inside release to Mike. If 7 technique make "Lock-It 7" call.
Z	Block first force.
X	Block middle one third.

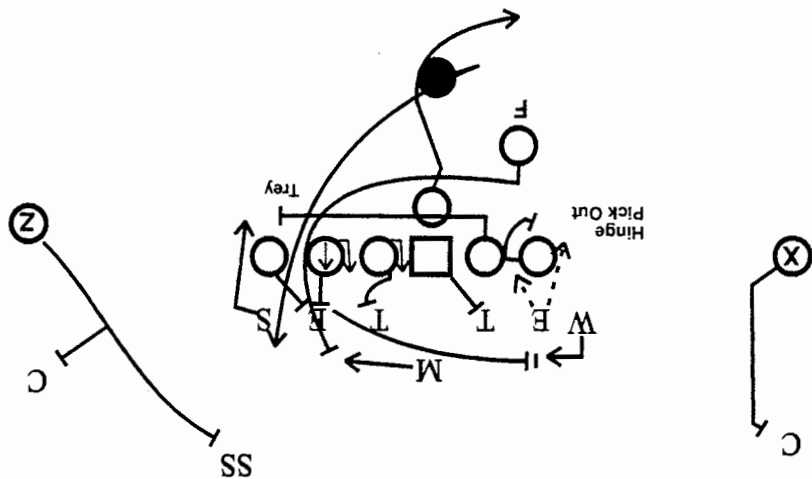
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<p>53 (REG) DOUBLE RT</p>	<p>53 (F) WEAK LT F/TE RT</p>
<p>49 (F) DOUBLE RT</p>	<p>39 (REG) WEAK LT</p>
<p>57 (REG) I RT</p>	<p>37 (REG) I LT</p>
<p>45 (REG) I RT</p>	<p>38 (REG) STRONG LT CUTTER</p>
<p>25 (REG) TRIPS RT FLY LT</p>	<p>35 (REG) WEAK LT</p>

QB - DO NOT RUN UNLESS GAME PLANNED!

Counter Rt-Lt Switch (Strongside)

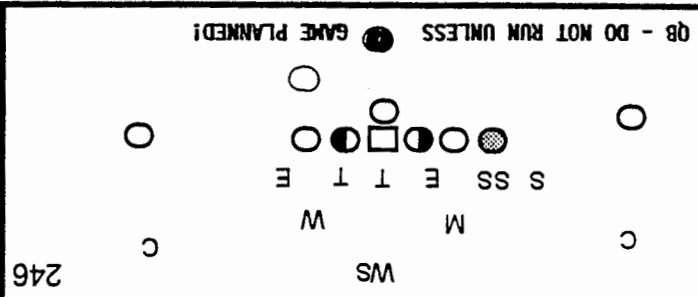
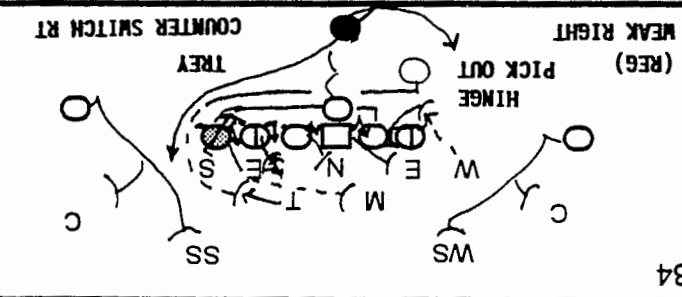
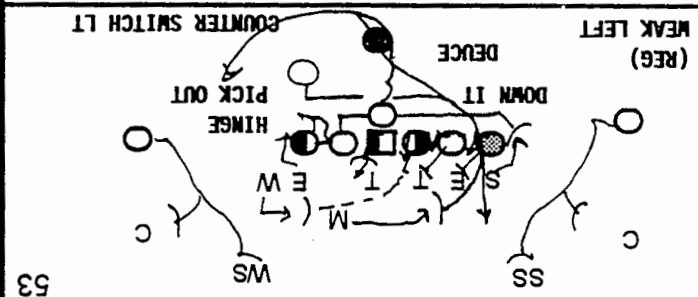
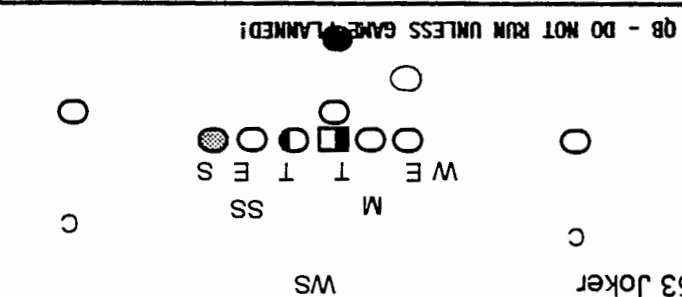
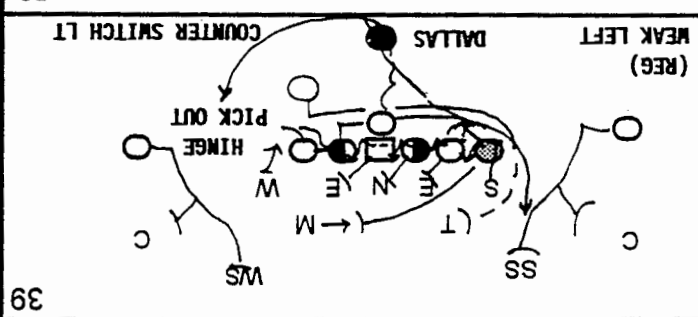
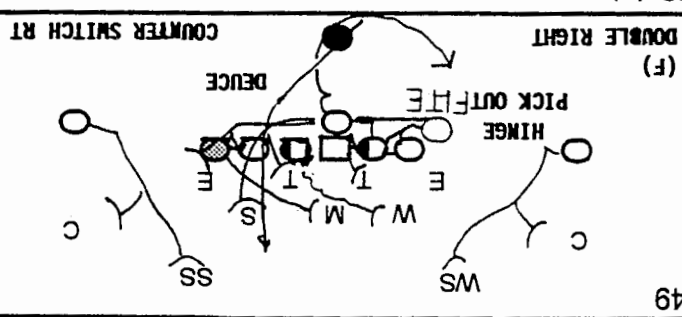
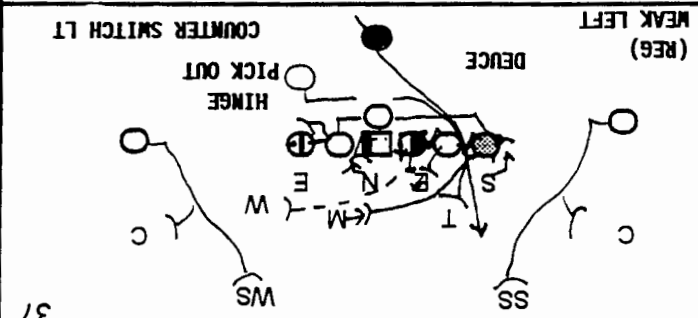
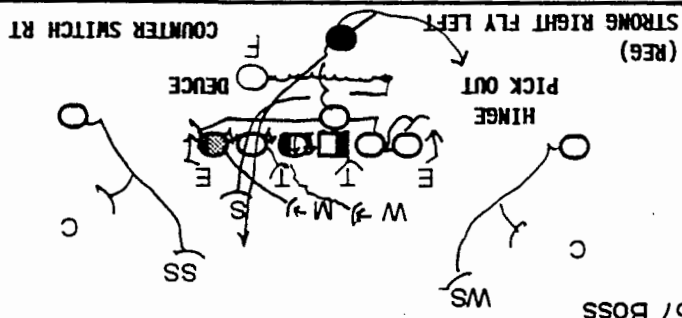
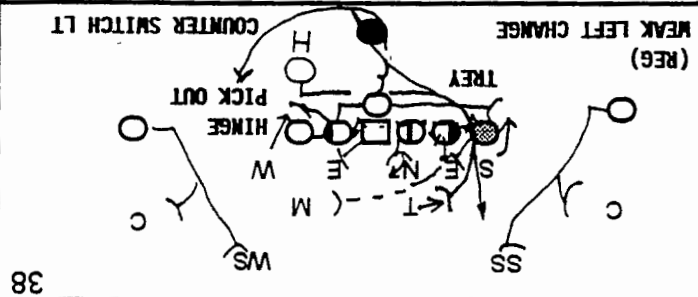
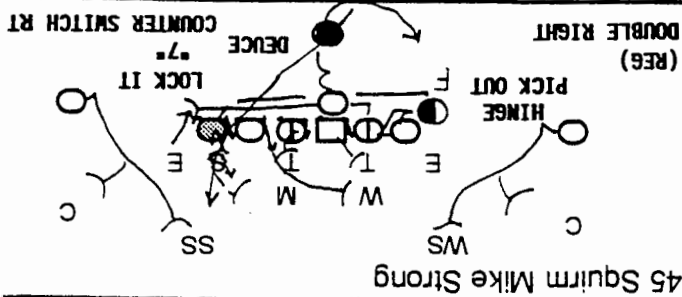
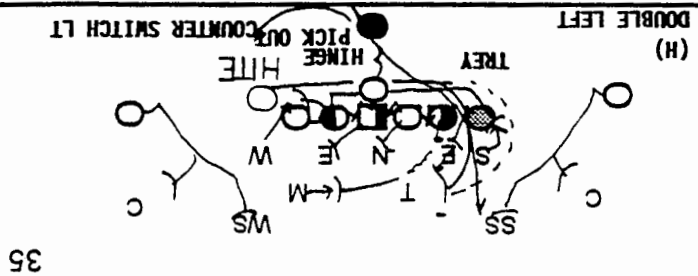
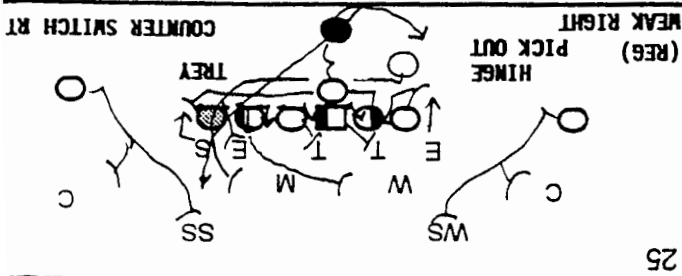
43

WS



Play Description:
This play is designed to misdirect the defense thru the blocking scheme and backfield action. The action by the ball carrier will misdirect the defense enough to give our offensive front excellent blocking angles. This play can be run from Regular, H or F personnel.

QB	Open away, hand ball to ball carrier. Fake boot.
BB	Use adjust step, key the pulling guard and block 1st LB'er inside. Alert to a "Lock Adjustment" by the TE.
BC	Stutter step, key lead blocker for a possible log or trap on EMOL.
OFF-T	Man Block #2. Drive inside number - cut off. If #2 is LB hinge and pick-out.
OFF-G	Pull, trap or log EMOL. Alert for a "Lock Adjustment" by the TE.
C	Block backside. Alert Dallas vs Triple looks.
ON-G	Block first man inside on or off LOS. If covered by down lineman alert Deuce to backside Lber.
ON-T	Block first man inside on or off LOS. Alert Deuce, Trey or Down-It or Dallas calls. Trey block with on tackle to backside LB. Alert for Down-It call. block end by yourself. Vs "T" bubble - inside release to Mike. If 7 technique make "Lock-It 7" call.
Z	Block first force.
X	Block middle one third.



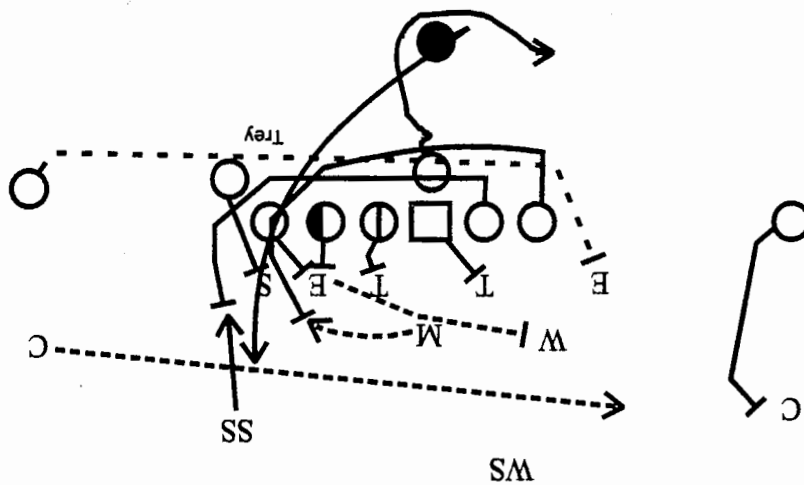
QB	Open away, hand ball to ball carrier. Fake boot.
BB	FB: F/H TE, Z/TE -Quad block inside on #3. Alert Down-It call. NOTE: If aligned weak seal block EMOL.
BC	Stutter step, key lead blocker on support. Hug the "Load" block on #3.
OFF-T	Pull, get on hip of backside Guard and pull up thru the hole, just outside of "Load" block on #3.
OFF-G	Pull and trap the first defender outside the "Load" block on #3. (Strong Support). Trap EMOL (first defender outside Quad block).
C	Block backside. Alert to make "Dallas" call vs Triple looks.
ON-G	Block first man inside on or off LOS. Alert Deuce to Backside Lber.
ON-T	Block first man inside on or off LOS. Alert Deuce, Trey, Down-It or Dallas calls.
Y	Block first man inside on or off LOS. Trey vs 5 technique, alert Down-It. NOTE: Quad call vs "T" bubble, short "Gap" step with inside foot.
Z	Zipper motion, must seal EMOL.
X	Block middle one third.

This play is designed to misdirect the defense thru the blocking scheme and backfield action. The action by the ball carrier will misdirect the defense enough to give our offensive front excellent blocking angles. This play can be run from Regular, H or F personnel.

Play Description

Counter Load Rt (Reg)

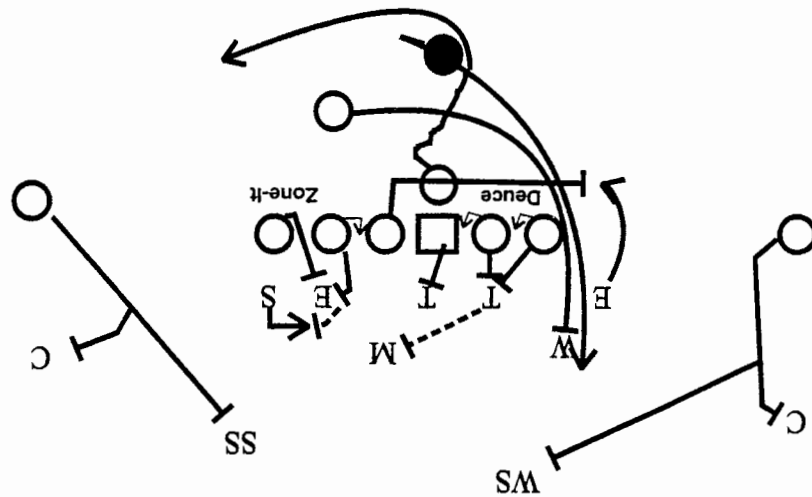
Trips Rt Zipper



Counter Load Rt/Lt (Strongside)

<p>(H) TRIPS RIGHT ZIPPER COUNTER LOAD RIGHT</p> <p>34</p>	<p>(X) TRIPS LEFT COUNTER LOAD LEFT</p> <p>246</p>
<p>(Z) STRONG RIGHT FLY LEFT CUTTER COUNTER LOAD RIGHT</p> <p>53 Joker</p>	<p>(F) TRIPS LEFT SLOT ZIPPER COUNTER LOAD LEFT</p> <p>53</p>
<p>(X) TRIPS RIGHT COUNTER LOAD RIGHT</p> <p>49</p>	<p>(REG) TRIPS LEFT ZIPPER COUNTER LOAD LEFT</p> <p>39</p>
<p>(F) TRIPS RIGHT ZIPPER COUNTER LOAD RIGHT</p> <p>57 Boss</p>	<p>(REG) TRIPS LEFT ZIPPER COUNTER LOAD LEFT</p> <p>37</p>
<p>(X) TRIPS RIGHT COUNTER LOAD RIGHT</p> <p>45 Squirm Mike Strong</p>	<p>(REG) TRIPS LEFT ZIPPER COUNTER LOAD LEFT</p> <p>38</p>
<p>(REG) TRIPS RIGHT ZIPPER COUNTER LOAD RIGHT</p> <p>25</p>	<p>(X) TRIPS LEFT COUNTER LOAD LEFT</p> <p>35</p>

Strong Rt



Counter Loose Lt (Reg)

Play Description

Counter play to the open side of the formation, with the offside Guard pulling and trapping the end man in FB or FB sub leading up thru the hole.

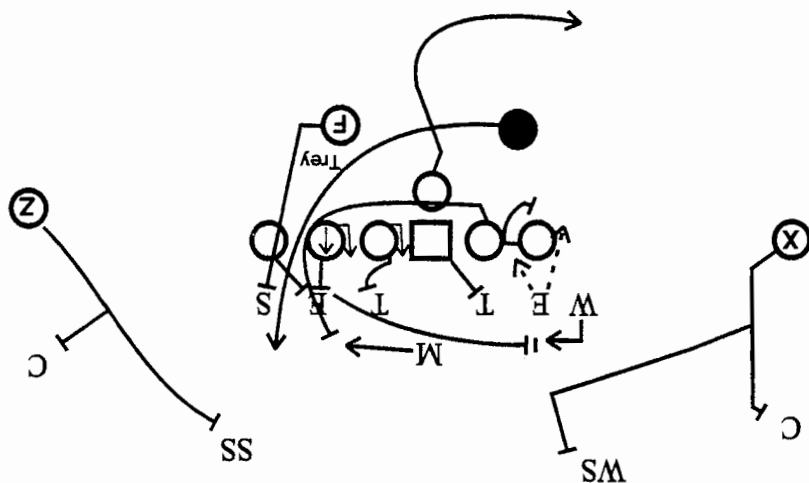
NOTE: QB will only run this play vs a "5" look or "T" bubble. We will run this play with regular, H, F and Z personnel.

QB	Open away, hand ball to ball carrier, fake the hide.
BB	Use adjust step, key pulling Guard and block first LB'er inside.
BC	Stutter step, key lead blocker for possible "Trap" or "Log" on EMOL.
OFF-T	Man block #2. Drive inside number. Alert zone-it or "Safety" call.
OFF-G	Pull, "Trap" or "Log" EMOL.
C	Block backside. Alert to make "Off" call.
ON-G	Block first man inside on or off LOS. If covered by a down lineman, make "1" or "3" call. Gap step with inside foot.
ON-T	Block first man inside on or off LOS. Alert for "1" or "3" call. Alert to block Mike LB'er.
Y	Man block #3. Possible zone-it or "Safety" call.
Z	Block middle one third.
X	Block first force.

<p>QB - DO NOT RUN!</p> <p>34</p>	<p>QB - DO NOT RUN!</p> <p>246</p>
<p>QB - DO NOT RUN!</p> <p>53 Joker</p>	<p>QB - DO NOT RUN!</p> <p>53</p>
<p>(REG) STRONG RIGHT</p> <p>49</p>	<p>(REG) STRONG RIGHT</p> <p>39</p>
<p>(REG) STRONG RIGHT</p> <p>57 Boss</p>	<p>QB - DO NOT RUN!</p> <p>37</p>
<p>(F) STRONG RIGHT</p> <p>45 Squirm Mike Strong</p>	<p>(F) STRONG RIGHT</p> <p>38</p>
<p>(REG) WEAK RIGHT FLY RIGHT</p> <p>25</p>	<p>(REG) WEAK RIGHT FLY RIGHT</p> <p>35</p>

Power Rt-Lt (Strongside)

43

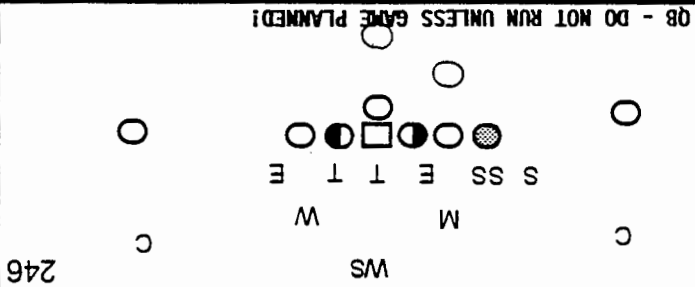
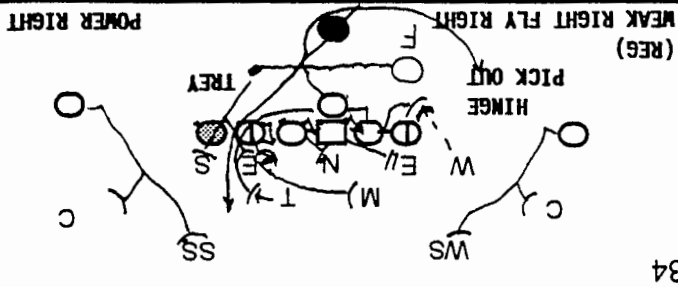
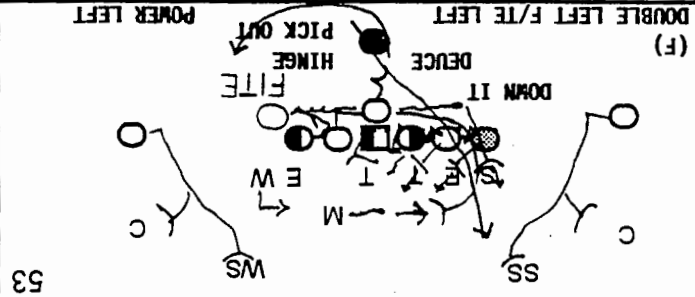
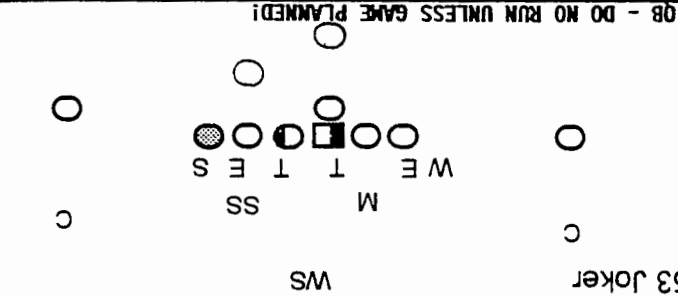
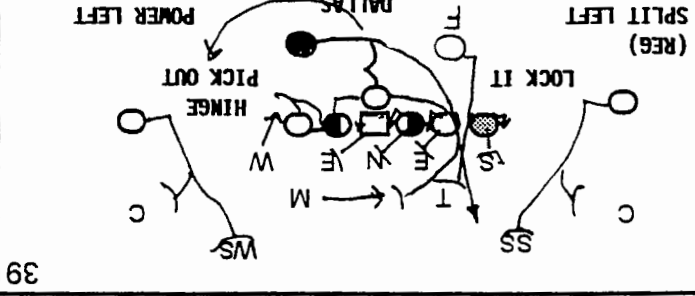
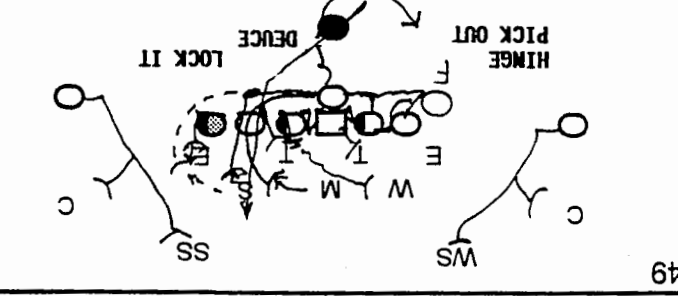
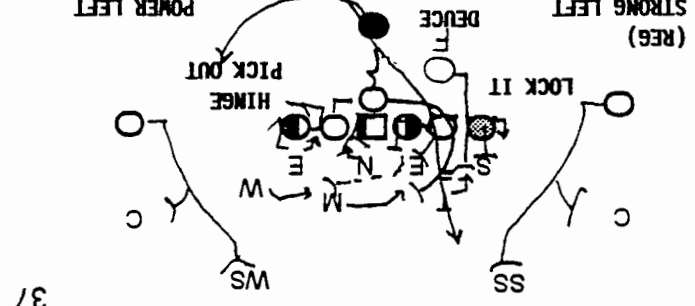
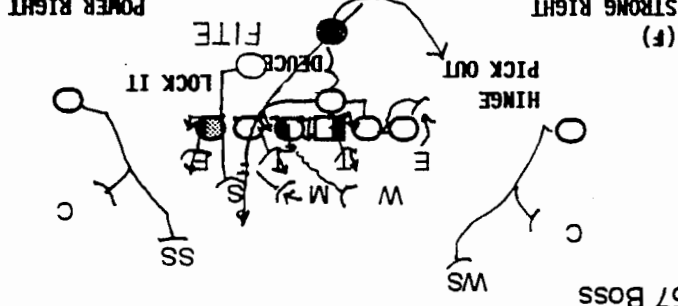
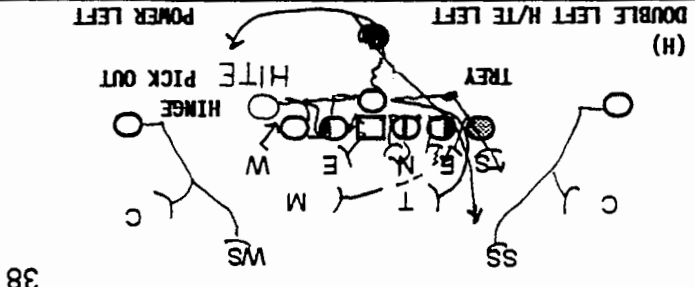
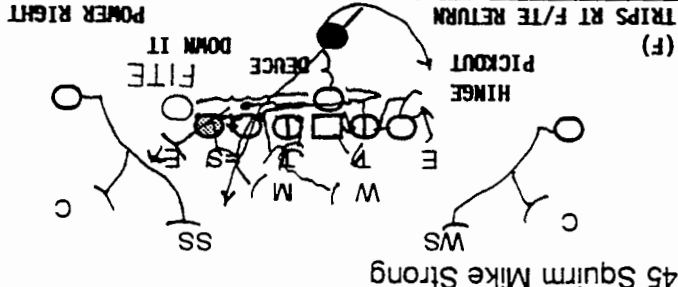
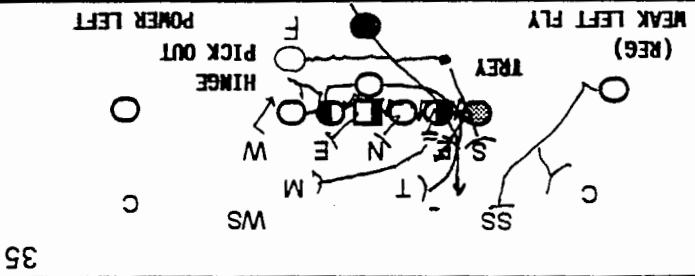
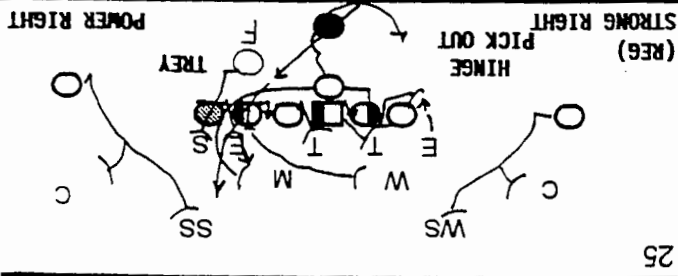


Split Right

Play Description

An "Off Tackle" Power play, with the FB or FB sub kicking out on the end man and Offside Guard pulling and leading up thru the hole.
 NOTE: must be alert for "Lock-It" call from TE vs a "T" bubble. This will change the blocking scheme. This play can be run from H or F personnel.

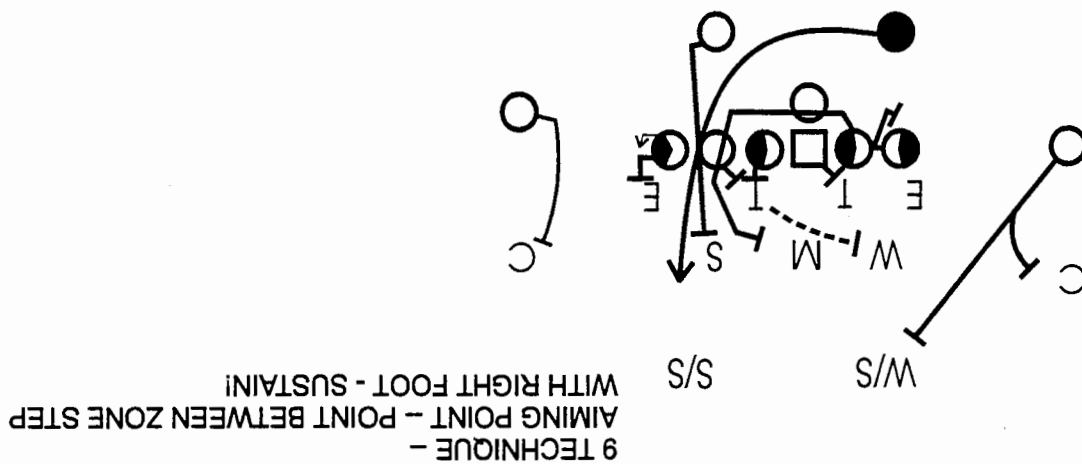
QB	Open away, hand ball to ball carrier. Fake boot.
BB	Kick out block on EMOL. Drive inside out. Vs "T" bubble alert for "Lock-It" call.
BC	If in the "I" position, use adjust or stutter step. Your key is the pulling guard. "Lock-It" call changes blocking scheme.
OFF-T	Man block #2. Drive inside number - Cut-off. If #2 is LB hinge and pick-out.
OFF-G	Pull, read the block of the blocking back, turn up thru hole to block Onside LB. "LOCK-IT" call -- possible chip off DE to Mike LB. Must read TE's block.
C	Block backside.
ON-G	Block first man inside on or off LOS. If covered by down lineman, make "1" or "3" call. "Gap step" with inside foot.
ON-T	Block first man inside on or off LOS. Alert for "1" or "3" call. (Trey or Down-It call) block end by yourself. Vs "T" bubble = "Lock-It" call, drive on EMOL. Possible "Lock-It 7" vs 7 technique.
Z	Block first force.
X	Block middle one third.



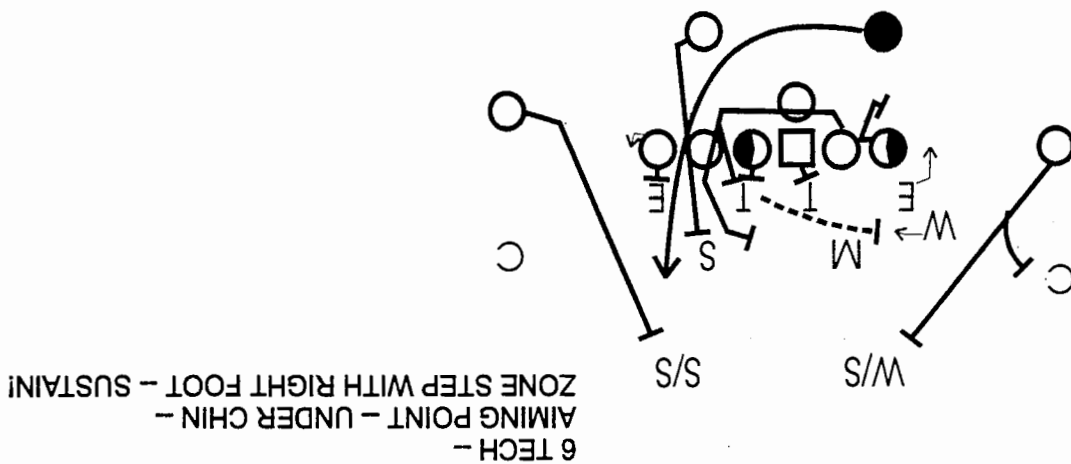
POWER RT-LT

"Y" -- ALERT -- LOCK-IT CALL VS T-BUBBLE ("7" LOOK)
YOUR CALL - MAN BLOCK #3 -- DRIVE TECHNIQUE.

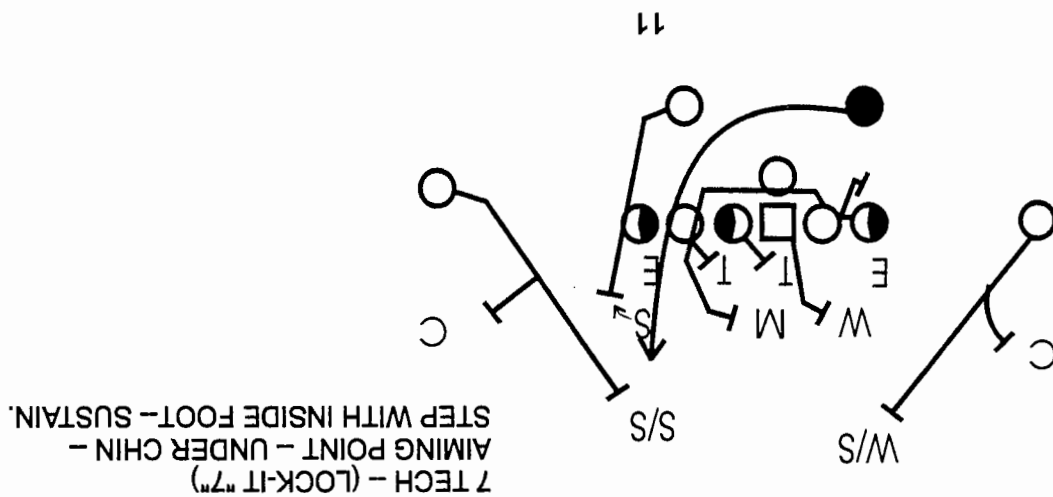
49



57



57 BOSS



25	WS	<p>Power Loose Lt/Rt (Weakside)</p>
<p>Power Loose Lt (Reg)</p> <p>Weak Right</p>		
<p>Play Description</p> <p>An "Off Tackle" Power play to the open side of the formation, with the FB or the FB sub kicking out on the end man and the outside Guard pulling and leading up through the hole.</p> <p>Note: QB - will only run this play vs. A "5" look or a "T" bubble.</p> <p>Will run this play from Regular, H, F and Z personnel groupings.</p>		
QB	Open away, hand ball to the ball carrier. Fake Hide.	
BB	Kick out block on EMOL. Drive inside out, aiming point is inside number.	
BC	If in the I position use adjust or stutter step. Your key is the pulling Guard.	
OFF-T	Man block #2. Drive inside number. Alert Zone-It or "Safety" call.	
OFF-G	Pull, read the block of the blocking back, turn up thru the hole to block outside Lber. Alert to a "Log" situation by the FB.	
C	Block backside, Alert to make "Off" call.	
ON-G	Block first man inside on or off the LOS. If covered by down lineman, make "1" or "3" call. "Gap step" with inside foot.	
ON-T	Block first man inside on or off the LOS. Alert "1" or "3" call. Alert to block Mike Lber.	
Y	Man block #3. Possible Zone-It or "Safety" call.	
Z	Block middle one-third.	
X	Block first force.	

<p>35</p> <p>(REG) STRONG LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>	<p>38</p> <p>(F) STRONG LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>
<p>25</p> <p>(REG) WEAK RIGHT</p> <p>POWER LOOSE LEFT</p>	<p>45 Squirrel Mike Strong</p> <p>(Z) STRONG RIGHT FLY LT</p> <p>POWER LOOSE LEFT</p>
<p>37</p> <p>57 Boss</p> <p>(H) STRONG RIGHT H/TE LEFT</p> <p>POWER LOOSE LEFT</p>	<p>39</p> <p>(REG) I LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>
<p>49</p> <p>53 Joker</p> <p>(F) TRIPS RIGHT F/TE LT</p> <p>POWER LOOSE LEFT</p>	<p>53</p> <p>SS WS</p> <p>POWER LOOSE RIGHT</p>
<p>34</p> <p>246</p> <p>53 Joker</p> <p>(F) TRIPS RIGHT F/TE LT</p> <p>POWER LOOSE LEFT</p>	<p>39</p> <p>(REG) I LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>
<p>34</p> <p>246</p> <p>53 Joker</p> <p>(F) TRIPS RIGHT F/TE LT</p> <p>POWER LOOSE LEFT</p>	<p>39</p> <p>(REG) I LEFT FLY RT</p> <p>POWER LOOSE RIGHT</p>

Draws

<u>ITEM</u>	<u>PAGE</u>
Lead Draw	1-2
Lag Draw	3-4
Paint	5-6

<p>Lead Draw Rt-Lt (Strongside)</p> <p>Schemes: Trio</p>		<p>43 Will hip</p> <p>WS</p> <p>SS</p> <p>C</p> <p>X</p> <p>Z</p> <p>Note : Alert Big Fan</p>	
<p>Lead Draw Rt (Reg)</p> <p>I Right</p>		<p>Play Description</p> <p>Lead Draw to the strongside of the formation, with offensive line and TE using QUICK DRAW TECHNIQUES.</p>	
QB	Start pass drop, bring ball back to ball carrier using over ball handling. Continue back showing pass.	BB	Quick set, key first down lineman. Block Mike LB'er. Alert for turn-it call. TRIO = Block on Sam. LB'er inside out.
BC	If aligned weak (split or weak) slide over to QB for hand-off. If in "I", lateral slide to call side. Read first down lineman outside the bubble to FB's block on LB'er.	OFF-T	Block 2nd man on LOS, QUICK DRAW TECHNIQUE, get butt in hole. Alert "BIG FAN" vs "HARD" look.
OFF-G	Block 1st man on LOS, QUICK DRAW TECHNIQUE, get butt in hole. Alert for Fan or Hard Scoop call from Center.	C	Backside gap, backside LB'er. "ACE" call if covered by down lineman and outside guard covered by LB'er. Vs 53 Bos or 57 Boss, "over" look, make "Hard Scoop" and work to Will.
ON-G	Man block #1 vs even or over look (QUICK DRAW TECHNIQUE). "ACE" call - ace read to backside LB'er vs Guard Bubble. Trio = Riggins or Liggins Ace, Mike run thru to backside LB'er.	ON-T	Man block #2 (QUICK DRAW TECHNIQUE). Vs "T" bubble - make "Toby" call. Alert Hard Slip vs Sam Stack. Alert for turn-it situation.
Y	Man block #3 (QUICK DRAW TECHNIQUE). TOBY vs T Bubble. Alert turn-it or Slip (hard). Trio = inside release for Mike LB'er. Block in numbers.	Z	Block first force.
X	Block middle one third.		

LEAD DRAW RIGHT

LEAD DRAW LEFT

<p>35</p> <p>(REG) STRONG LEFT</p> <p>LEAD DRAW LEFT</p>	<p>38</p> <p>(REG) SPLIT LEFT</p> <p>LEAD DRAW LEFT</p>
<p>45</p> <p>Squirm Mike Strong</p> <p>(REG) WEAK RIGHT CHANGE</p> <p>LEAD DRAW RIGHT</p>	<p>37</p> <p>(F) WEAK LEFT F/TE LEFT</p> <p>LEAD DRAW LEFT</p>
<p>57</p> <p>BOSS</p> <p>(F) DOUBLE RIGHT F/TE RIGHT</p> <p>LEAD DRAW RIGHT</p>	<p>39</p> <p>(X) I LEFT</p> <p>LEAD DRAW LEFT</p>
<p>49</p> <p>(Z) WEAK RIGHT FLY RIGHT</p> <p>LEAD DRAW RIGHT</p>	<p>53</p> <p>(REG) I LEFT</p> <p>LEAD DRAW LEFT</p>
<p>53</p> <p>Joker</p> <p>WE</p> <p>SS</p> <p>M</p> <p>T</p> <p>E</p> <p>S</p> <p>(REG) DO NOT RUN UNLESS GAME PLANNED!</p>	<p>246</p> <p>WS</p> <p>M</p> <p>SS</p> <p>E</p> <p>T</p> <p>(REG) DO NOT RUN UNLESS GAME PLANNED!</p>
<p>34</p> <p>(REG) WEAK RIGHT FLY RIGHT</p> <p>LEAD DRAW RIGHT TRIO</p>	<p>2</p> <p>(REG) WEAK RIGHT FLY RIGHT</p> <p>LEAD DRAW RIGHT TRIO</p>

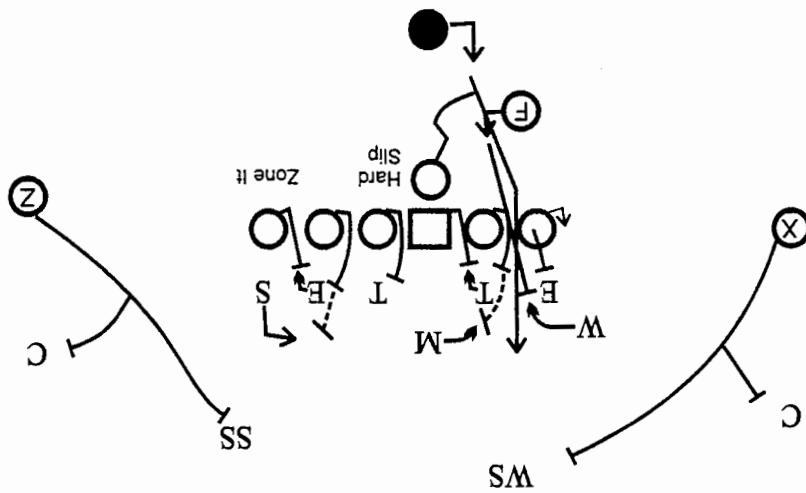
QB	Open away, bring ball deep to ball carrier execute hand off show pass.
BB	Block Will LB'er. Key guard if covered by down lineman, key center if guard bubble. Alert for FAN call.
BC	Pass set by showing slide action to the hole. PATIENCE - wait until QB brings ball to you. Key guard if covered by down lineman, key center if guard bubble.
OFF-T	Man block #2. Draw technique. Hard Scoop Possible Zone-It or "Safety" call. "Semi."
OFF-G	Man block #1. Draw technique. Hard Scoop.
C	Man Block #0. Draw technique. Hard Slip with inside guard. Alert for Dolphin Ace It vs 53 or 57 Boss looks.
ON-G	Man block #1. Draw technique.
ON-T	Man block #2. Draw technique vs 34 look, alert FAN.
Y	Man block #3. Draw technique vs 34 look, alert Zone-It or "Safety" call. "Semi."
Z	Block middle one third.
X	Block first force.

LAG DRAW to the weakside of the formation with the FB or FB's sub leading on the Will LB'er. Vs a 34 front we will game plan FAN scheme putting the FB on ILB'er.

Play Description

Lag Draw Lt

Weak Right



43 Will hip

Lag Draw Rt-Lt (Weakside)

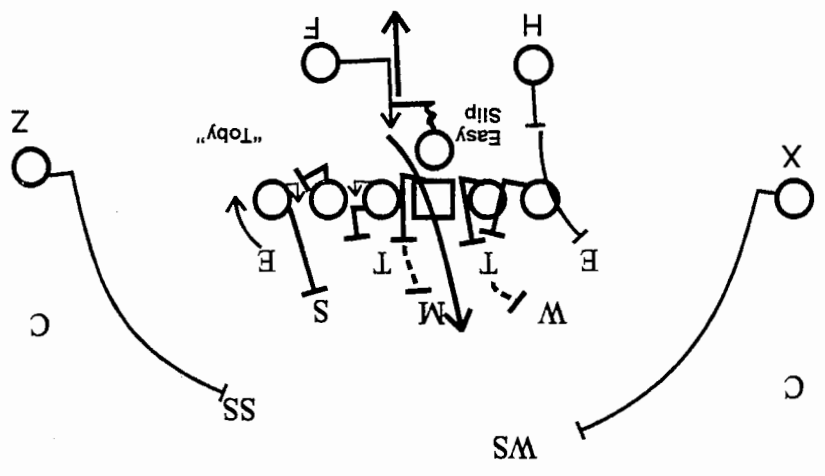
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LAG DRAW LEFT

LAG DRAW RIGHT

Paint Rt/Lt

Schemes: Toby



Paint Rt (Reg)

Split Rt

Play Description

"PAINT" is a strongside draw play that will be run from multiple formations. We will use man blocking rules, but when we have a "T" bubble ("7" look) strongside, TE will make a "TOBY" call. This will be a change of assignments between On Tackle and TE. "MUSTS"-A.) Good line splits - B) Good stand-up draw technique (show pass) C) Time the block on defender - "EXPLODE".

QB	Start pass drop, bring ball deep - hand to ball carrier.
BB	If aligned in backfield, quick pass set, seal block with offside Tackle. If aligned on or near LOS, man block #3. Alert zone-it or "Safety" call.
BC	Lateral pass set behind inside Guard. Read inside Guard if covered by down lineman. Read Center if Guard Bubble. Run to daylight.
OFF-T	Man block #2. Stand up draw technique. Work butt into hole. If Double or Ace formation, possible zone-it or "Safety" call.
OFF-G	Man block #1. Stand up draw technique. Work butt into hole. Alert backside "A" or "B"
C	Man block #0. Stand up draw technique. Possible gap with Inside Guard.
ON-G	Man block #1. Stand up draw technique. Possible slip with Inside Tackle.
ON-T	Man block #2. Stand up draw technique. Alert for "Toby" call set and block #3 (Defensive End). Vs "2 Guys" look make "Turn-It" call.
Y	Man block #3. Stand up draw technique. "T" bubble ("7" look) make "Toby" call to inside Tackle. Take best release to block Sam LB'er down the middle. Alert for "Turn-It" call vs "2 Guys" look.
Z	Block first force.
X	Block middle one third.

<p>PAINT RIGHT</p> <p>(F)</p> <p>ACE RIGHT</p> <p>34</p>	<p>QB - DO NOT RUN!</p> <p>246</p>
<p>PAINT LEFT</p> <p>(REG)</p> <p>DOUBLE LEFT</p> <p>53</p>	<p>PAINT RIGHT</p> <p>(F)</p> <p>53 Joker</p>
<p>PAINT LEFT</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>39</p>	<p>PAINT RIGHT</p> <p>(F)</p> <p>DOUBLE RIGHT</p> <p>49</p>
<p>PAINT LEFT</p> <p>(REG)</p> <p>WEAK LEFT</p> <p>37</p>	<p>PAINT RIGHT</p> <p>(REG)</p> <p>I RIGHT</p> <p>57 Boss</p>
<p>PAINT LEFT</p> <p>(REG)</p> <p>SPLIT LEFT</p> <p>38</p>	<p>PAINT RIGHT</p> <p>(REG)</p> <p>SPLIT RIGHT</p> <p>45 Squirm Mike Strong</p>
<p>PAINT LEFT</p> <p>(REG)</p> <p>SPLIT LEFT</p> <p>35</p>	<p>PAINT RIGHT</p> <p>(REG)</p> <p>DOUBLE RIGHT</p> <p>25</p>

Toss Plays

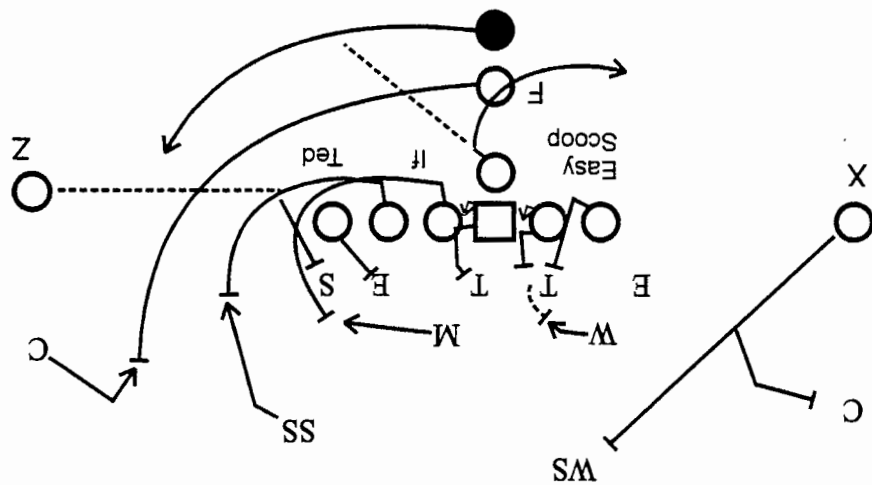
<u>ITEM</u>	
Toss (Strong)	1-2
Toss Crackback	3-4
Pitch (Weak)	5-6
<u>PAGE</u>	

TOSS RIGHT

TOSS LEFT

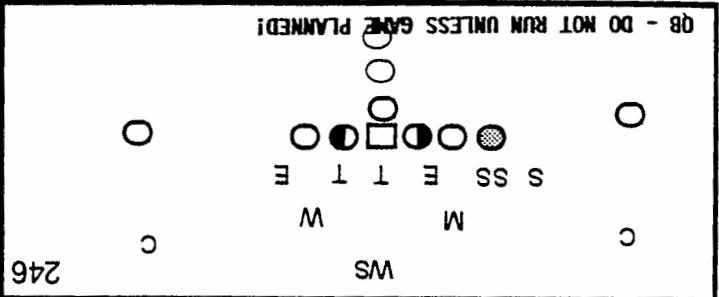
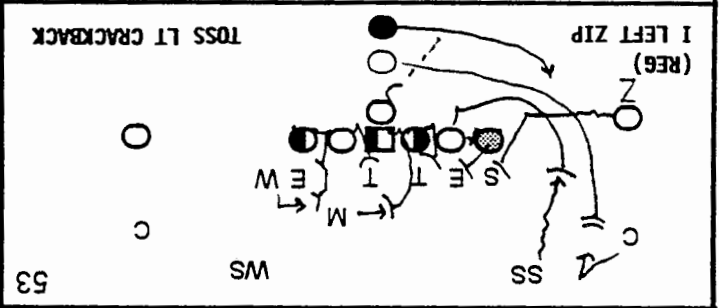
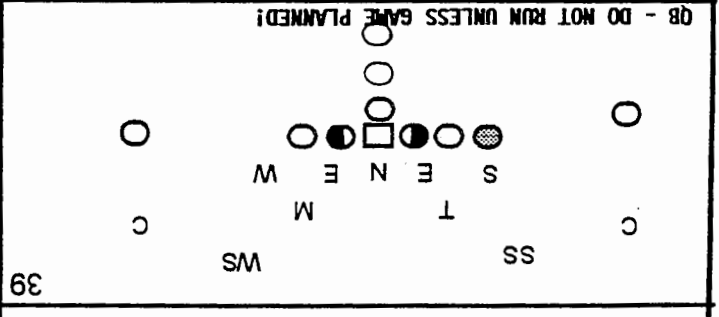
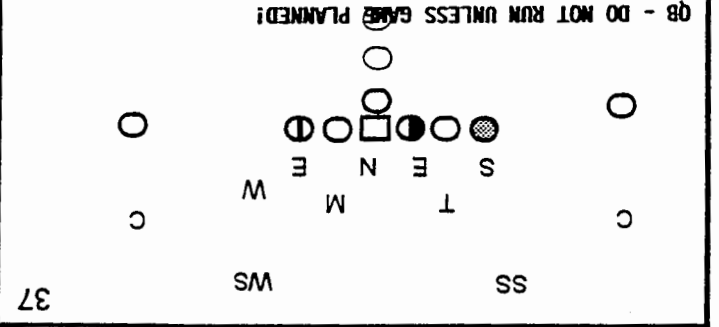
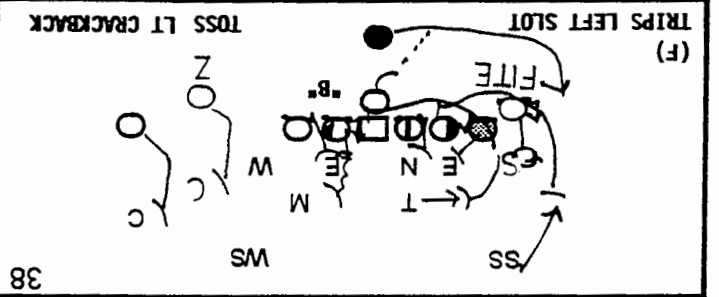
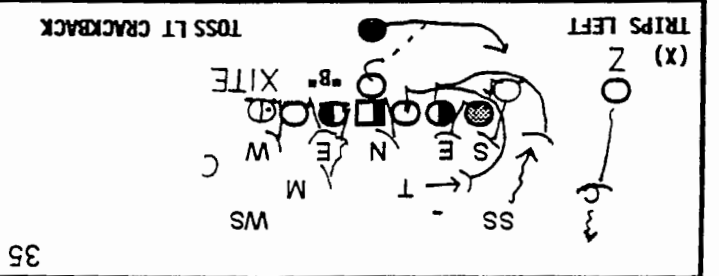
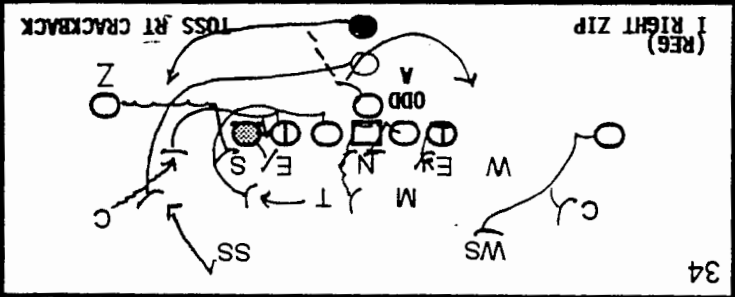
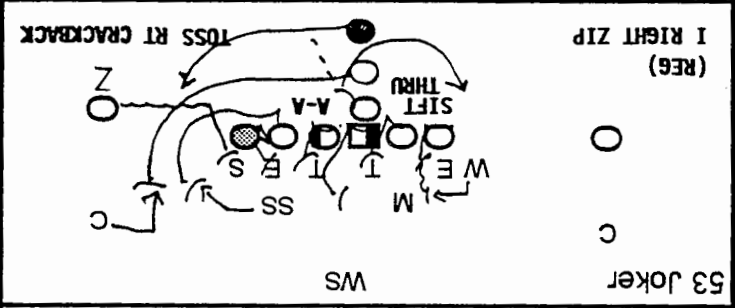
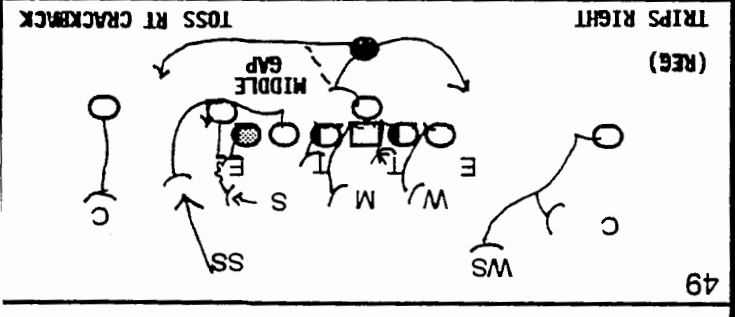
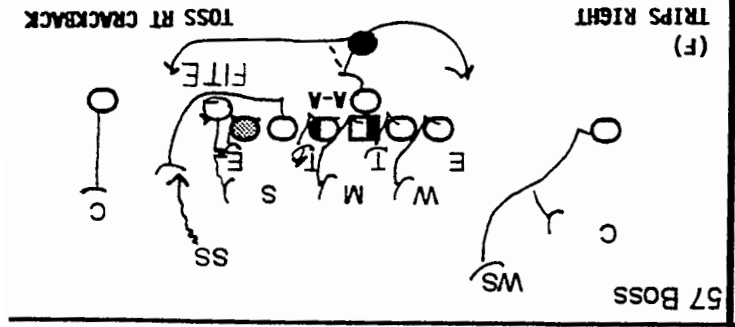
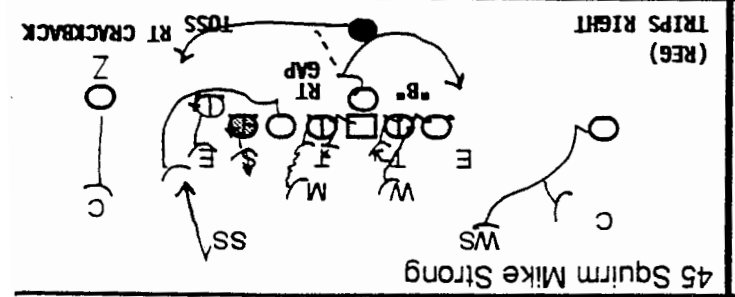
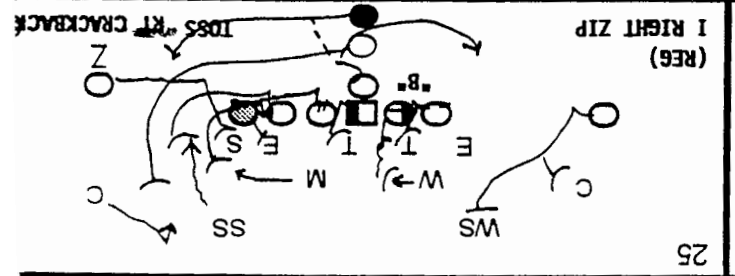
<p>34 (REG) STRONG RIGHT EASY SCOOP WS C</p> <p>TOSS RIGHT BOSS</p>	<p>246 WS C</p> <p>QB - DO NOT RUN UNLESS GATE PLANNED!</p>
<p>53 (REG) WEAK RIGHT SLOT FLY RIGHT TRIPLE WS C</p> <p>53 Joker</p> <p>TOSS RIGHT BOSS</p>	<p>53 (REG) I LEFT FLY LEFT TED WS C</p> <p>TOSS LEFT BOSS</p>
<p>49 (REG) STRONG RIGHT EASY SCOOP SLIP WS C</p> <p>TOSS RIGHT BOSS</p>	<p>39 (REG) I LEFT FLY LEFT WS C</p> <p>TOSS LEFT BOSS</p>
<p>57 (F) STRONG RIGHT TRIPLE WS C</p> <p>TOSS RIGHT BOSS</p>	<p>37 (REG) WEAK LEFT AREA WS C</p> <p>TOSS LEFT ZEUS</p>
<p>45 (F) ACE RIGHT EASY SCOOP FITE WS C</p> <p>45 Squirm Mike Strong</p> <p>TOSS RIGHT ZEUS</p>	<p>38 (F) DOUBLE LEFT ZONE IT WS C</p> <p>TOSS RIGHT</p>
<p>25 (REG) WEAK RIGHT FLY RIGHT FITE WS C</p> <p>TOSS RIGHT BOSS</p>	<p>35 (REG) STRONG LEFT WS C</p> <p>TOSS LEFT BOSS</p>

Toss Rt Crackback (Reg)



Play Description
Toss play to the strongside of the formation, using a change up blocking scheme with the Z blocking the Sam Lber to seal off the defense. CRACKBACK means for the Onside Tackle to pull and block first force. This play can be run from Regular, H, F and X personnel. Note: QB- Do not want to run vs a "T" Bubble strong ("7" look).

QB	Open away, dead "toss" to the ball carrier. Fake hide.
BB	If aligned in backfield block second force. If aligned in "Trips" block End Man on LOS
BC	Open step, read block of on Tackle on first force.
OFF-T	Man block #2. Easy Scoop technique.
OFF-G	Man block #1. Easy Scoop technique. Possible cut technique on Nose Tackle.
C	Man block #0. Easy Slip technique. Alert Cop vs. a Triple.
ON-G	Man block #1. Drive technique- outside breast. If #1 is Lber pull, "If" block on Lber..
ON-T	Pull, block force. Belly back slightly and run natural arc to block first force.
Y	Block first man inside. Same as "Ted" scheme.
Z	"Zip" - crackback on EMOL (Sam Lber). No Zip= block man on.
X	Block middle one-third.

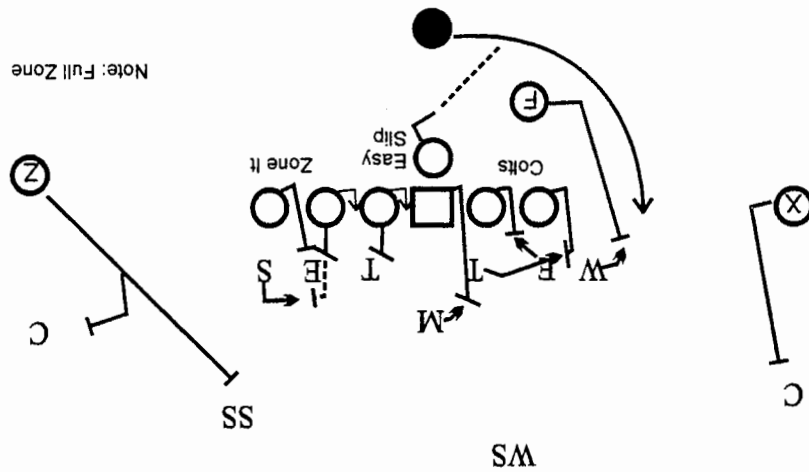


QB	Open away, dead pitch to the ball carrier. Hide action fake.
BB	MONGO: Man block #3. Aiming point is outside number. FAN: '5' look, weak reduction block Will Lber. Read On T to On G Block
BC	Open step,take the pitch read block on EMOL. If end man widens, cut upfield not back. Feel the '5' or '3' Technique.
OFF-T	Man block #2.Easy Scoop Technique. Alert Zone-It or "Safety" call.
OFF-G	Man block #1. Easy Scoop Technique. Possible cut on Nose Tackle.
C	Man block #0. Easy Slip Technique. Alert Full Gap.(Triple).
ON-G	Man block #1. Drive Technique, outside breast. Alert Full Slip.
ON-T	Man block #2. Drive Technique, outside breast. '5' look, weak reduction make FAN call. Drive for outside number (Drop Zone step).
Y	Man block #3. Alert Zone-It or "Safety" call. "Semi" call.
Z	Block middle one-third. Slot formation block man over.
X	Block first force. Slot formation block man over.

Play Description:
-Weak side Pitch with two(2) backs in the backfield. "Pitch"
-Onside Tackle will call the blocking scheme at the LOS.
MONGO: Man blocking FULL ZONE BLOCKING PRINCIPLES
FAN: Fan blocking vs. A '5' look or weak reduction.

Pitch Left (Reg)

Weak Right



Pass Offense

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X-Z Route Tree (Outside Route)	3
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Scramble Rules	10

Pass Calling Mechanics

We will use names to call our protections. The names will also convey the depth of QB's drop and the depth of the receivers routes. Along with the protection name will be the direction of the protection.

After protection and direction we will use a three digit numbering system. Each number will designate a receivers route. The numbering will always start from the single receivers side to the two receiver side of the formation. Backs or designated backs, will have names for their routes. The FB will be called first, then the HB (Tailback) route will follow.

Example:

Protection:

Base Right-Protection is Base.

3 Digit Call:

383 : X=3 Route, Y=8 Route, Z=3 Route.

Backs Call:

FB= Hook Route HB = Hook Route

Complete Call: "Base Right 383 Backs Hook"

(When both backs have mirrored routes we can use one word for both backs. The understood route is the Flat.)

Note:

Certain words will be used to tag 5 man patterns:

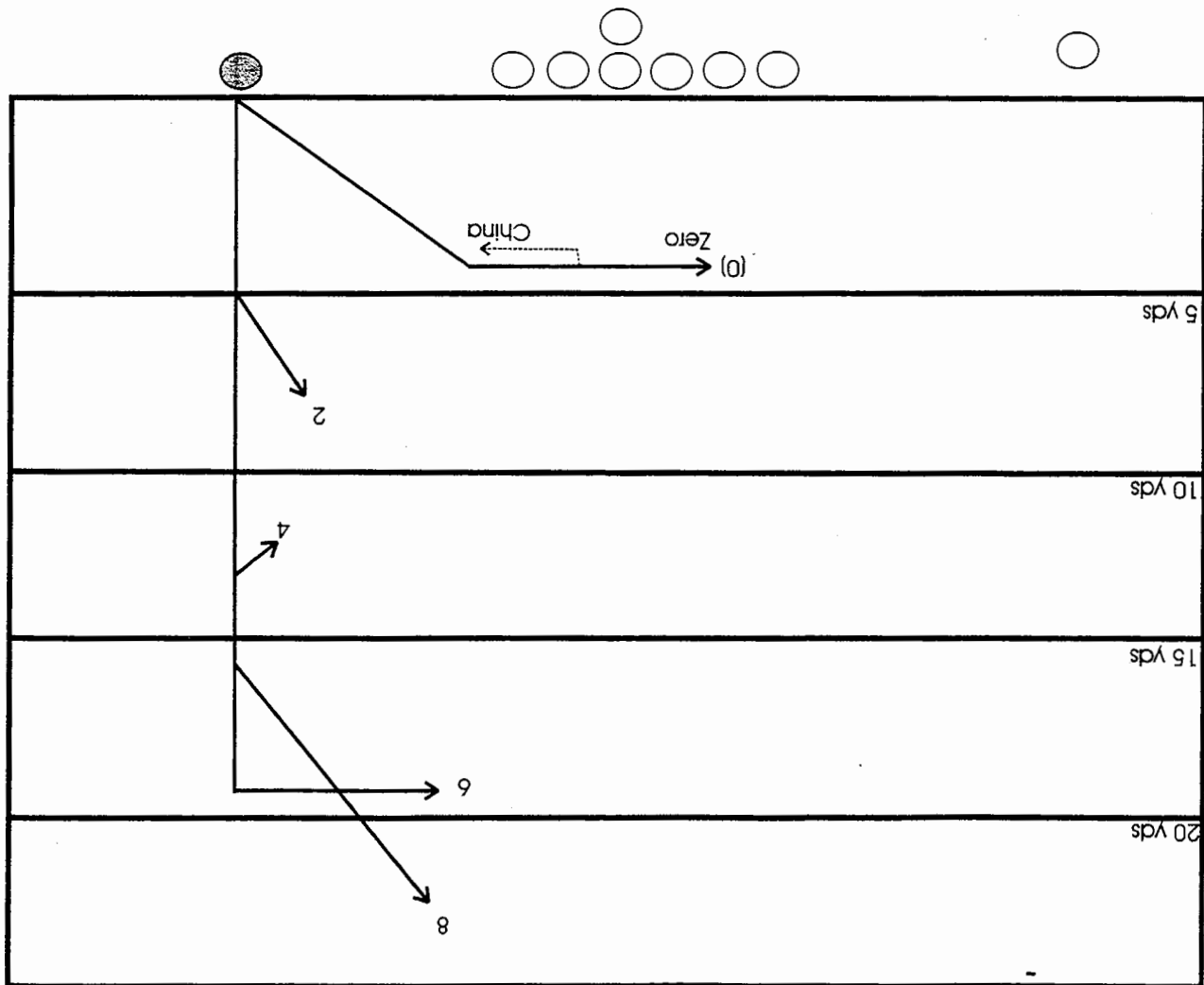
China:

X/Z run Zero Pivots, Y Runs Corner, FB Runs Corner, HB runs Check Down.

Smash:

X/Z run Zero Routes, Y runs 8 route, FB runs Shoot route, HB runs Wide route.

X and Z Route Tree: Inside Routes



Cross - 0 (Zero)

Using an inside release, run across the field 4-6 yds deep. Man run away, zone be under control as you cross.

Slant - 2

Run at the outside shoulder of the defensive back. Sprint to the depth of 5 yds. Plant and drive on a 45 degree angle (2 ct).

Curl - 4

Sprint to a depth of 14 yds(head first). Plant and drive back to QB (3ct).

Look (8)-Alignment 1 yard outside the numbers 4 outside steps; widen as you go. Vs Cover 2 Fade.

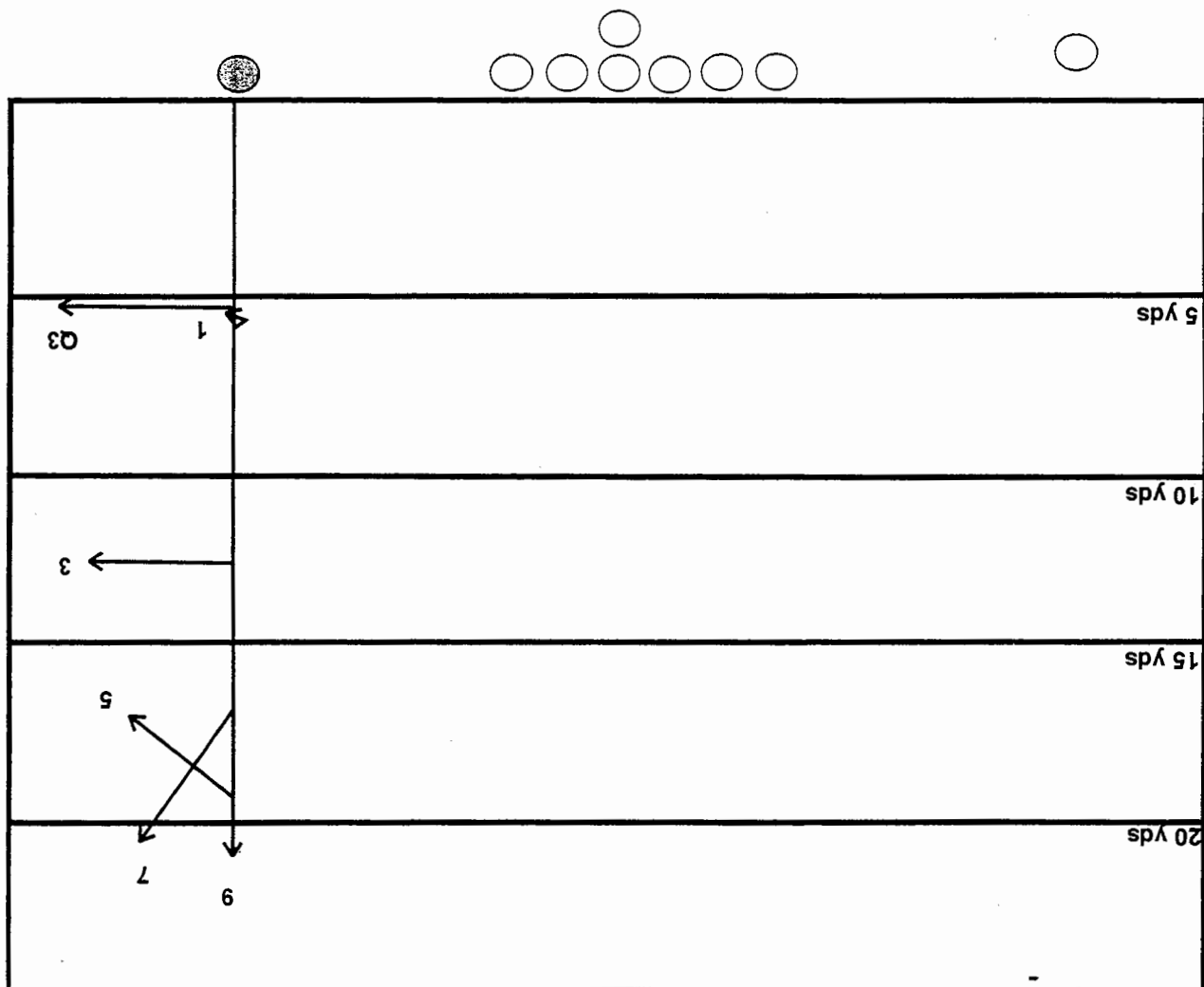
Post - 8

Sprint thru 15 yds. Attack the technique of the defender. Use stick move. Break route toward near upright of goalpost.

Square In - 6

Use a speed release straight up the field. Your width and depth are crucial. Run thru 15 yds. (4ct)

X and Z Route Tree: Outside Routes



Hitch - 1

Sprint up to 6 yds. Ball will be thrown to the outside shoulder (2 ct).

Quick Out - Q3

Straight outside release to 4 yds. Roll to 5 yds (2ct).

Out - 3

Straight outside release to 10 yds roll to 12 yds. Vs. Cover 2, 3 route reverts to 9 route.(3ct)

Comeback - 5

Run straight upfield to +18 yds. Plant and drive to the sideline losing at least 3 yds. Adjust vs. cover 2. 5 Route reverts to 9 route.

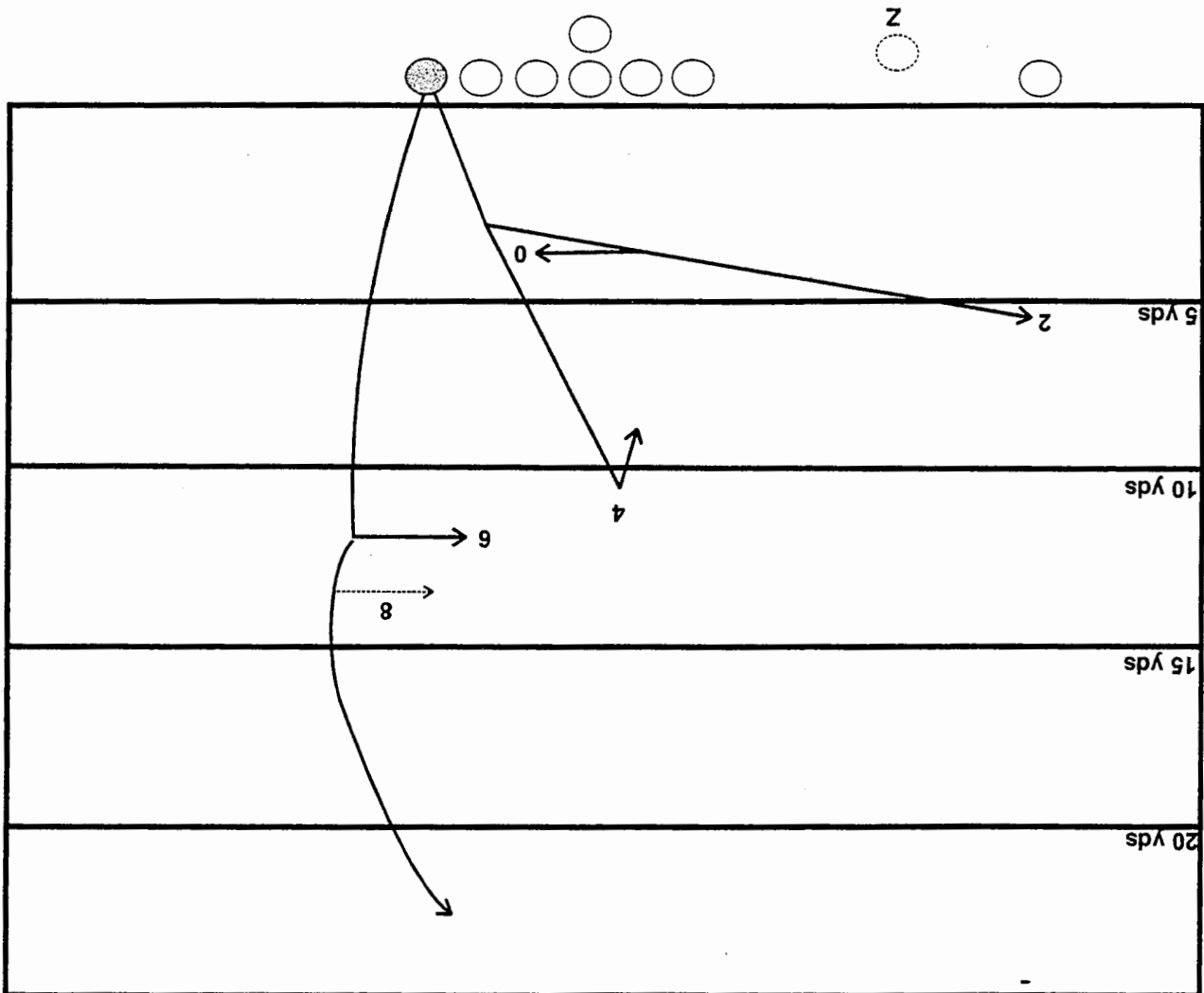
Takeoff - 9

Sprint off the LOS, attack the defenders technique. Eyeball contact, step on his toes. Use a stick move. Must get yourself back into a straight line.

Corner - 7

Sprint to a depth of 12 yds. Sell post 3 steps, then plant and drive to the corner of end zone. adjust vs Cov.3 deep zone. 7 reverts to 5 route.

Y/Slot Route Tree: Inside Routes



0 Route - (Zero)
Inside release; work off first inside LB; if LB runs out sit in the hole.

2 Route -
4 to 6 yards crossing; inside release, beat inside LB.

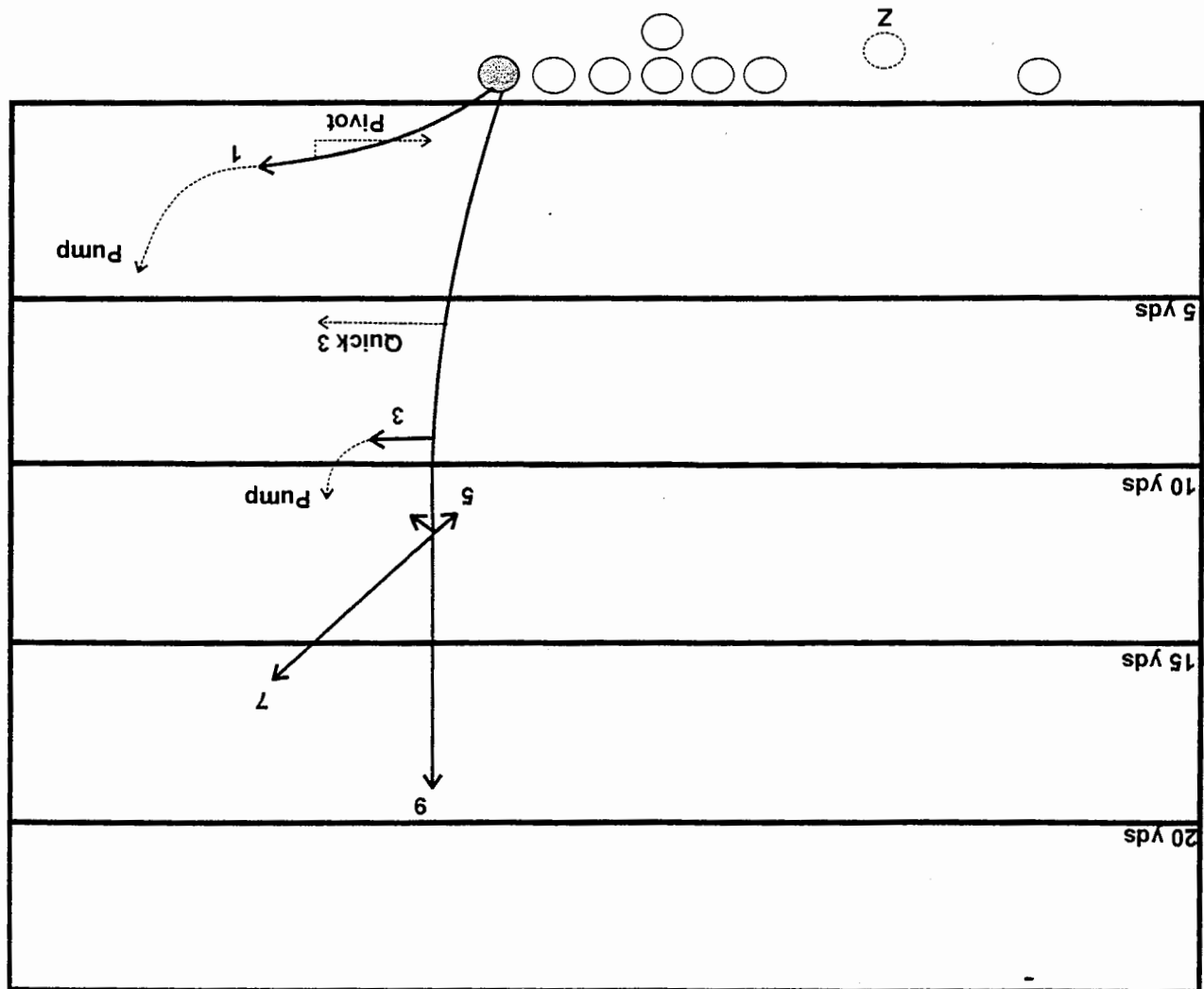
4 Route -
Inside release upfield; middle curl 4-5 yards.

6 Route -
12 yard turn; best release

8 Route -
12 yard turn/ middle read, outside release.

Note: Y routes equal Z routes in slot formation.

Y/Slot Route Tree: Outside Routes



1 Route -
Outside release 1 to 3 yards.
Pump=Sell route, look back at QB then turn upfield.
Pivot=Sell route then turn back inside.

3 Route -
Inside release upfield. Out at 7-8 yards.
Run off defender. Alert pump!
Quick= 6 yard out route.

5 Route -
Best release 10 to 12 yard option(in or out) ;
get open.

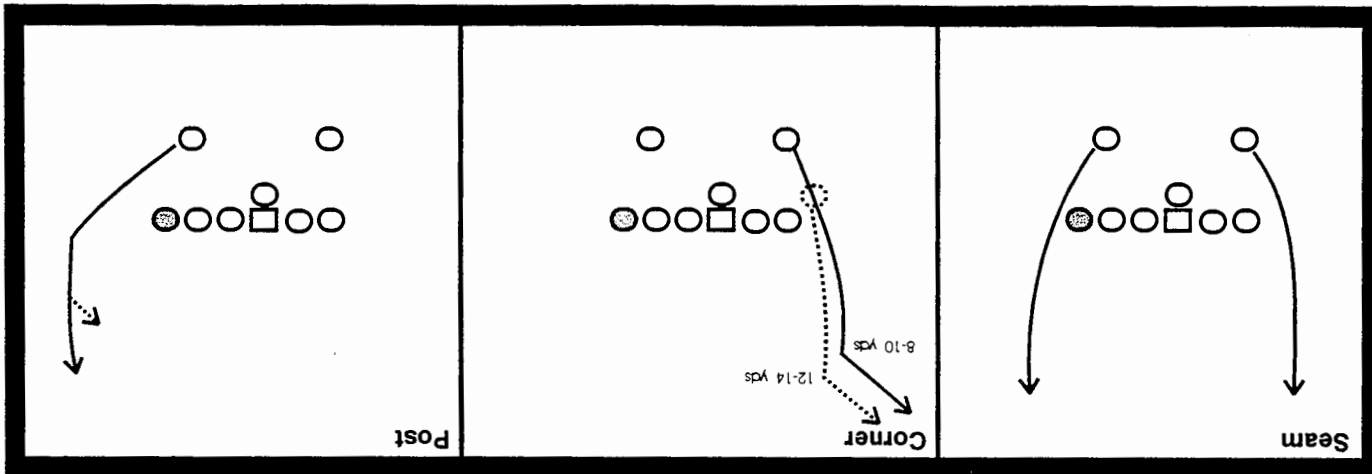
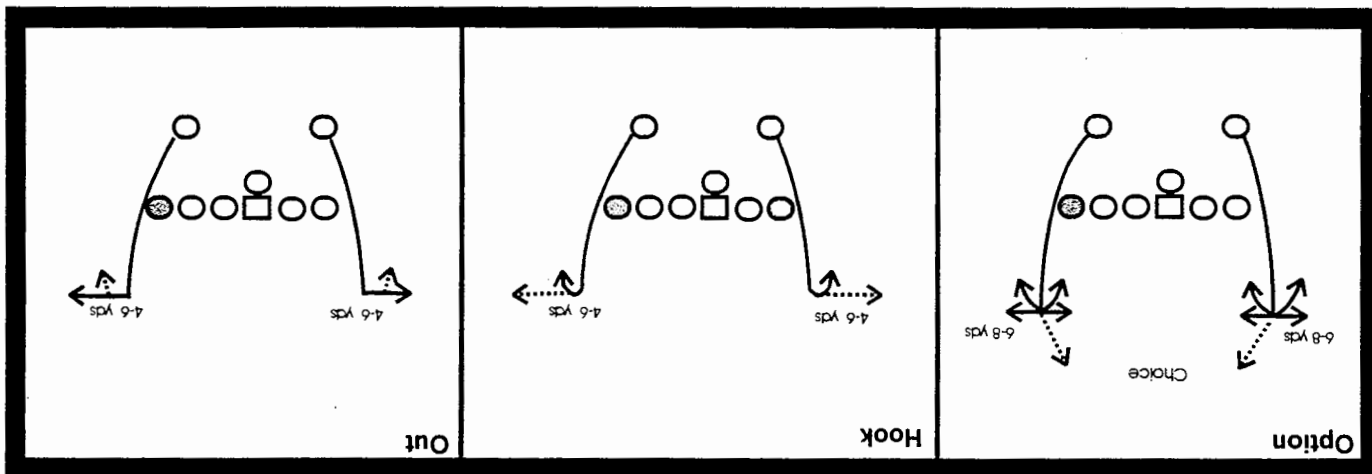
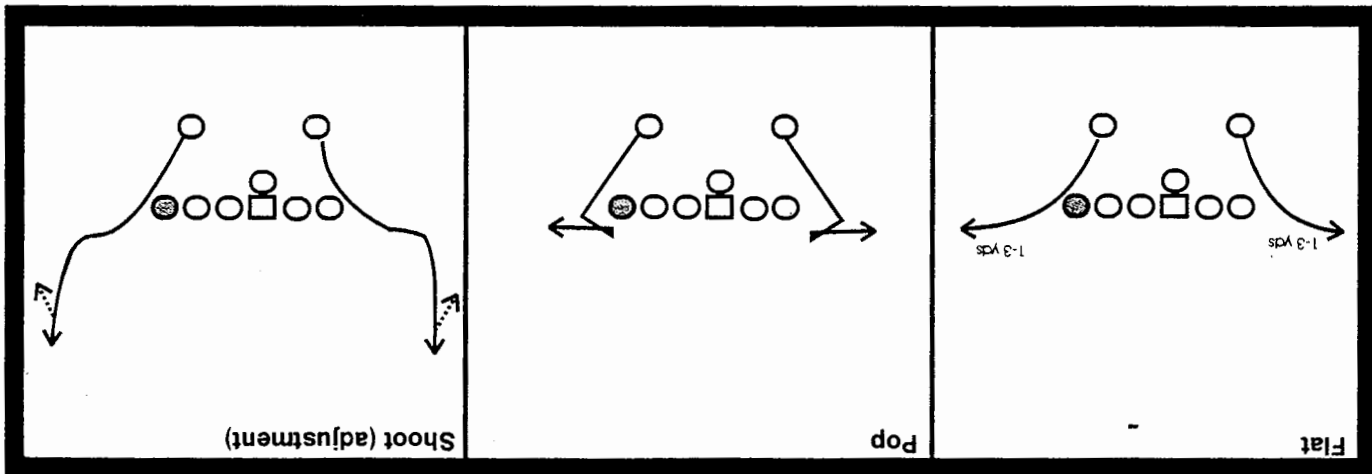
7 Route -
Best release 12 yard corner, flatten route vs. Cov 3.
9 Route -
Best release. Takeoff.

Note: Y Routes equal Z routes in slot formation.

Running Back Routes

<u>Flat</u>	Drive at Linebacker beyond the line of scrimmage. Make him go back, then drive into flat area at a slight angle, getting depth of 1-3 yards.
<u>Pop</u>	Start route same as Flat. Plant for the Trail route and Pivot back to the outside. You have time.
<u>Shoot</u>	Start Flat when you feel you have Linebacker beat, turn upfield and look for the ball over inside shoulder.(Adjust shoot to sideline if covered deep).(Stem-It).
<u>Option</u>	Work to get head up on LB, get 6-8 yards deep. Then break to the inside or outside (whichever way the Linebacker gives you) at a 90 degree angle. (Choice: if nobody in middle take middle.)
<u>Hook</u>	Release outside end man, drive upfield 4-6 yards. Circle to outside hook in slot area. (Top of numbers)Vs. m/m hook become out.
<u>Out</u>	Start like seam route, get 4-6 yards up field, plant and Break to the outside at 90 degree angle. Can hook vs. coverage outside.
<u>Seam</u>	Drive outside the OT, turn upfield, look for the ball as soon as you pass the LB's-Aiming point is the top of the numbers.
<u>Corner</u>	Drive outside of OT, turn upfield for 8-10 yards, break at a 45 degree angle toward the sideline, continue to sideline getting depth of 20-25 yards.
<u>Post</u>	Release wider than the Flat. Vs. Zone, get width and find open seam. Vs Man, run up on defender and beat him to inside any way possible.

Running Back Routes



Running Back Routes

Check Down

Check your blocking responsibility. Not there best release to check down area.(Don't drift)

Delay

Set up, let Linebackers drop, take best release, look for ball. If blitz delay off blitz.

Dart

Check your responsibility, then take best release and go away from your protection.

Trail

Quick release towards flat area. Trail in first receivers wake.

Wide

Drive to the outside with slight belly. If Q, Look back for the ball. Continue on the route to outside numbers, then turn upfield.

Ricky/Lucky

R: Flat route by right RB. Dart route by left RB.
L: Flat route by left RB. Dart route by right RB.

Backs Cross

Weak back shallow crosser at 4 yards. Strong back cross as deeper crosser at 6 yds.

Backs Right

Drive between the OG & OT. Get to 4-6 yards deep. Then cut right at a 90 degree angle.

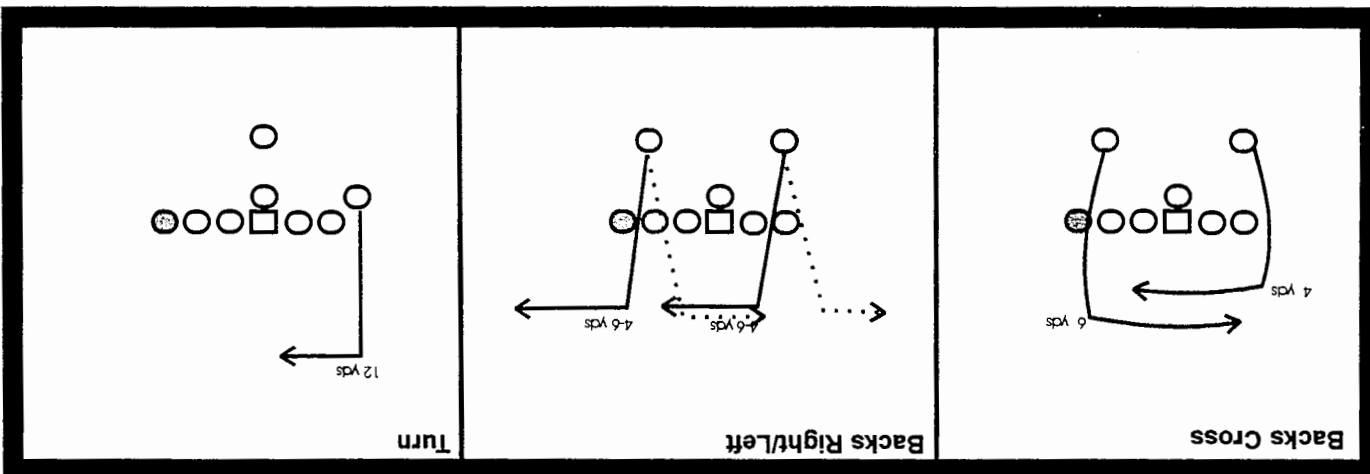
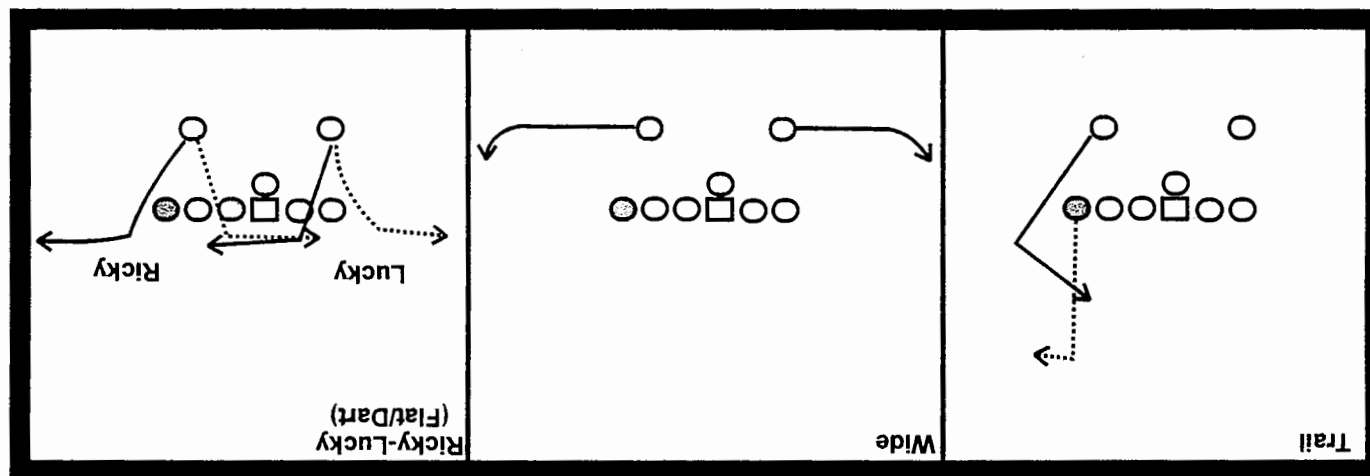
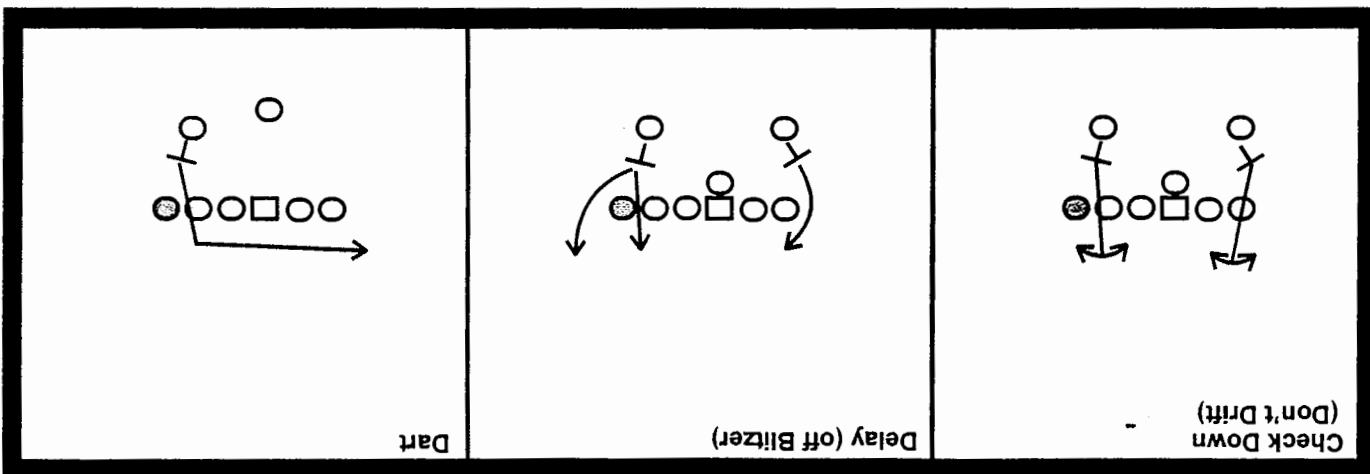
Backs Left

Drive between the OG & OT. Get to 4-6 yards deep. Then cut left at a 90 degree angle.

Turn

12 yard in route from the Double position.

Running Back Routes

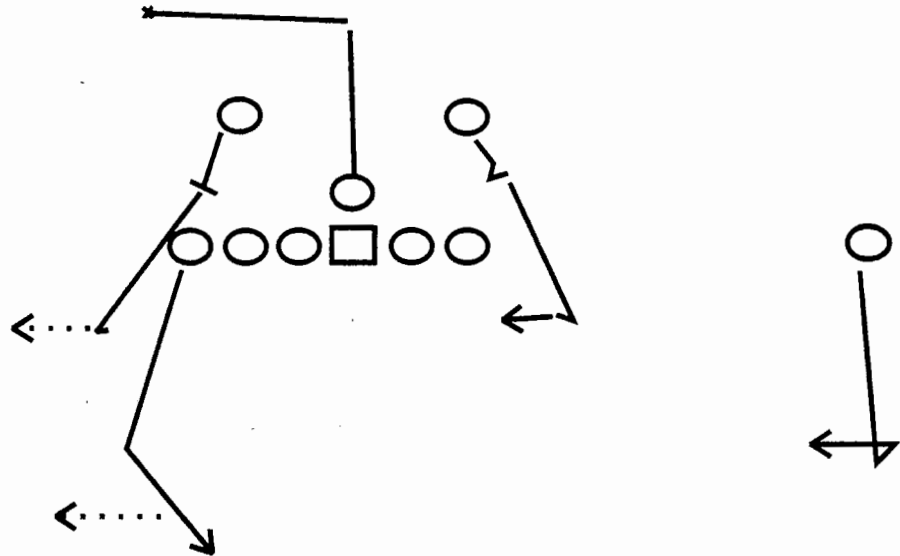


SCRAMBLE RULES

The QB scrambles toward you. Run a 9 Route.
 Exception: Play called vs a "9" Route, come back to the QB
 down the rail.
 The QB scrambles away from you. Run a crossing route.

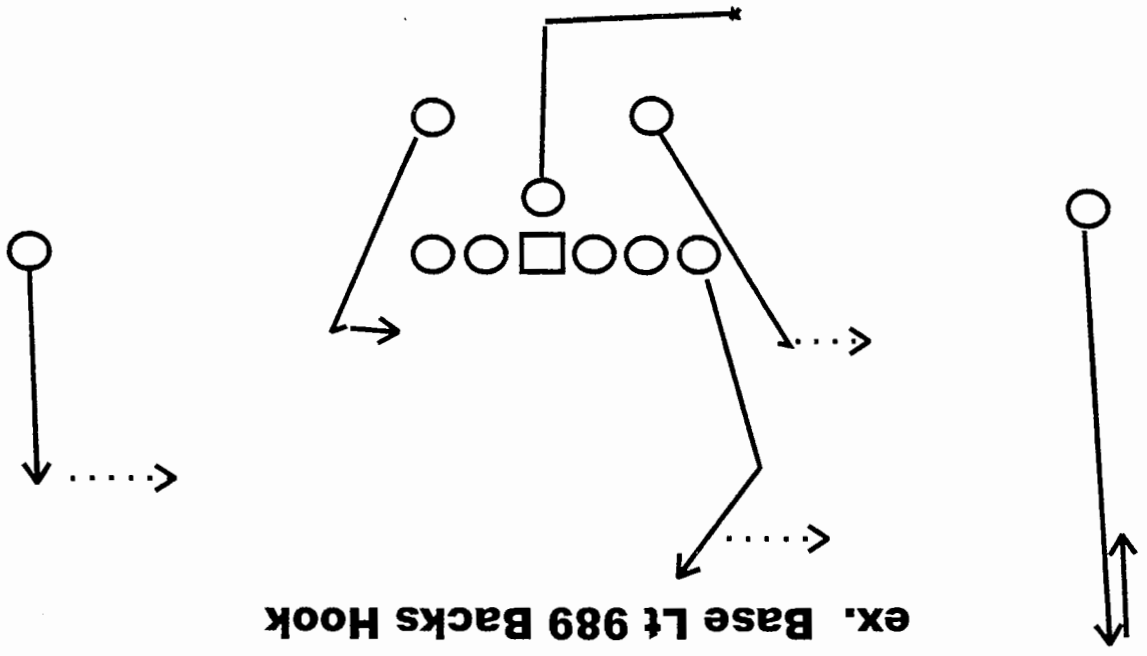
SPLIT RT

ex. Base Rt 585 Backs Hook



SPLIT LT

ex. Base Lt 989 Backs Hook



Pass Blocking Terminology

ITEM

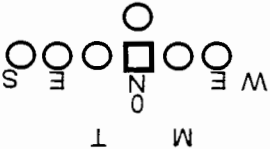
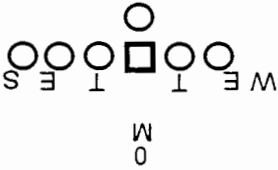
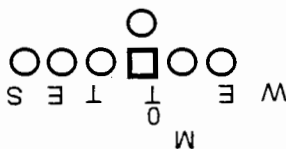
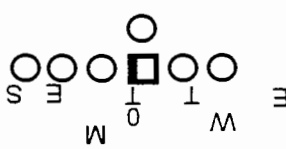
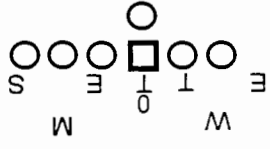
Pass Protection Terms & Calls

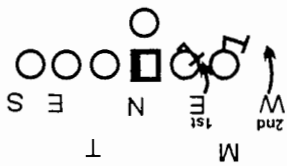
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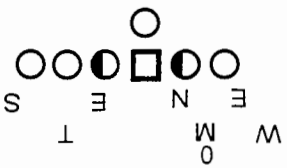
PASS PROTECTION TERMS and CALLS

OFFENSIVE LINE

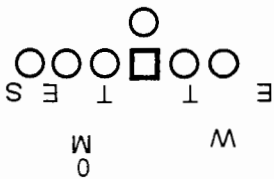
	<p>ODD (34) Call made by the center to alert the offensive team that he is covered by a down lineman and he is the "0" man in rule interpretation. (34 LOOK)</p>
	<p>EVEN (43) Call made by the center to alert offensive team that he is covered by a linback and he is the "0" man in rule interpretation. (43 LOOK)</p>
	<p>OVER (53) Call made by the center to alert the offensive team that he is covered by a down lineman and the inside guard (strong or formation side guard) is also covered by a down lineman. This is an alert for the center and strong guard to marry-up on any twist.</p>
	<p>UNDER (25) Call made by the center to alert the offensive team that he is covered by a down lineman and the off-side guard (weak or away from formation side guard) is also covered by a down lineman. This is an alert for the center and weak guard to marry-up on any twist.</p>
	<p>TRIPLE (25) Call made by the center to alert the offensive team that he is covered by a down lineman and both guards are also covered by down lineman.</p>



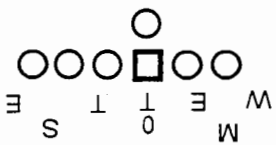
FAN
BIG on BIG! Guard has the first man on the l.o.s. and tackle has the second man on the l.o.s.



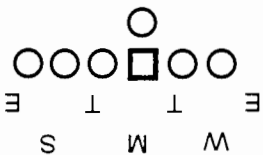
LEFT
Call made by the center to alert the offensive line that he is counting the first linebacker or blitzer to the left as the "0" man and he is his responsibility in protection. This call will be made when center is uncovered.



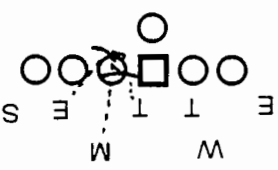
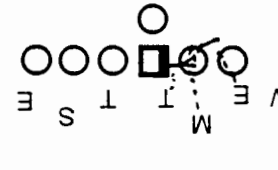
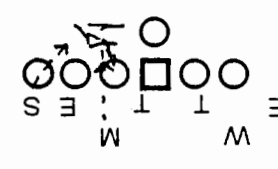
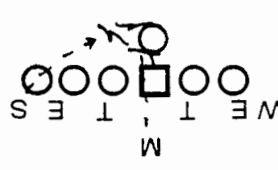
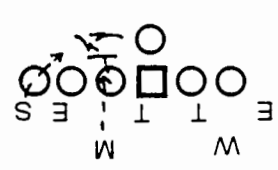
RIGHT
Call made by the center to alert the offensive team that he is counting the first linebacker or blitz~~er~~ to the right as the "0" man and he is his responsibility in protection. This call will be made when the center is uncovered.

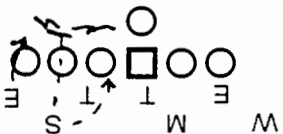
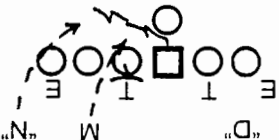
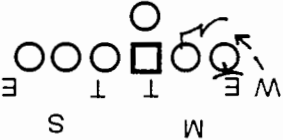
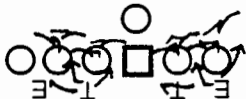
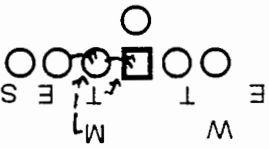


TRIPLE MIDDLE (57)
Call made by the center to alert the offensive team that the defense has aligned into TRIPLE LOOK and that he has the down lineman in the middle in protection. Used in conjunction with BASE protection.

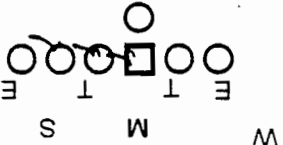
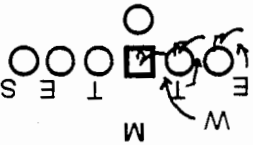
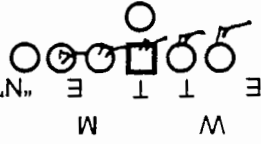
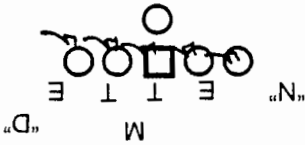
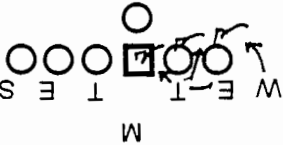


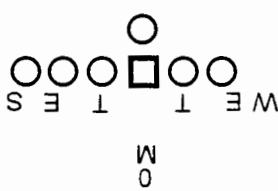
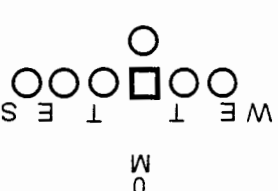
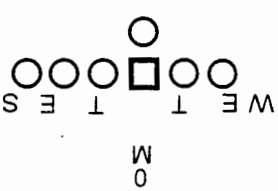
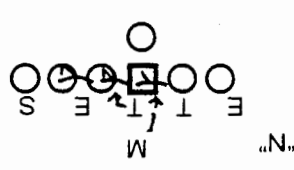
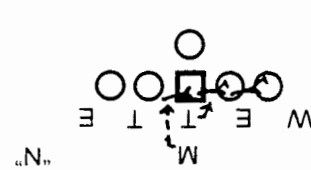
EVEN-MIDDLE (49)
Call made by the center to alert the offensive team that he is covered by a linebacker or blitz and he is his responsibility in protection. Used in conjunction with BASE protection.

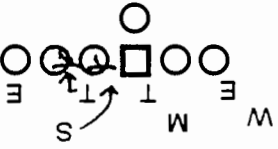
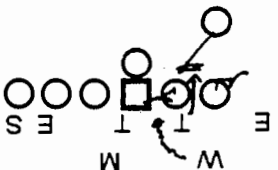



	<p>RIGIN - Call made by the center to tell the right guard to set inside -- feel the "NOSE" and eyeball the LB'er over!</p>
	<p>LIGIN Call made by the center to tell the left guard to set inside. Feel the "NOSE" and eyeball the LB over.</p>
	<p>DUAL READ ("MIKE" TO IT) Technique used by the center, guards, and tackles on certain 6-man protections (SCAT, FLOOD) vs 3 or 4 down line fronts. Check the linebacker over - if he does not come, check the outside linebacker to the formation or protection call side.</p>
	<p>COLLIE Center on a double read vs certain 3 or 4 down line fronts. Center executes a "COLLIE" on SCAT and FLOOD when covered by a linebacker or uncovered.</p>
	<p>MOLLY Guard on a double read vs certain 3 or 4 down line fronts. Right guard "MOLLIES" on SCAT RT and FLOOD RT protections. Left guard "MOLLIES" on SCAT LT and FLOOD LT protections.</p>


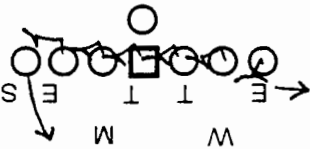
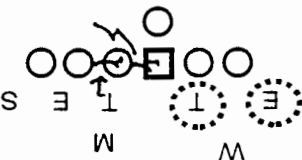
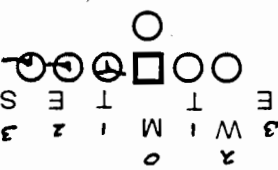
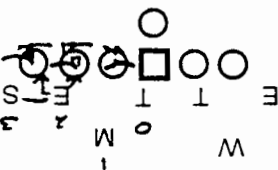
<p>TROLLY Tackle on a double read vs certain 3 or 4 down line fronts. Right tackle "TROLLIES" on SCAT RT an FLOOD RT protections. Left tackle "TROLLIES" on SCAT RT and FLOOD LT protections. Tackle will make a squeeze-it call if LB'er stacked inside or walk up in either the "A" or "B" gaps! Squeeze-it tells center or guard on Double Read to keep coming for defensive end.</p> 	<p>RT COLLIE Pop out technique used by the center when uncovered in nickel looks to cover his blocking responsibility. No blitz - anchor the middle!</p> 	<p>WALLIE Offside guard on a double read, "Mike" to "Will" vs an over defense. You only have Mike responsibility if he walks up in tuff weakside. Rt guard "WALLIE" on READ LT, SLIDE LT and PASS 7 protections. Lt guard "WALLIES" on READ RT, SLIDE RT and PASS 6.</p> 	<p>AREA Zone protection between two offensive linemen in picking up twists and blitzes.</p> 	<p>SWAP This is a pre-snap call whereby the center and adjacent offensive guard will zone off their blocking responsibility. They will set for a gap and block any defender coming into that area, SWAP is the center's call and can be made if LB is stacked over guard to directional call side.</p> 
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	<p>RT - READ IT</p> <p>Center and right guard will set to the right and block any defender coming into their area -- no one coming -- continue to slide for a dual read. This call will be made by the center on 6 man protection (SCAT) involving a dual read (Mike to it) when center is uncovered.</p>
	<p>LT - READ IT</p> <p>Center and left guard will set to the left and block any defender coming into their area -- no one coming -- continue to slide for a dual. This call will be made by the center on 6 man protection (SCAT) involving a dual read (Mike to it) when center is uncovered.</p>
	<p>SWOOP</p> <p>This is a pre-snap call that can be made by the guard, tackle or tight end when a safety blitz is being executed inside by the defense. Each lineman to the side of the "SWOOP" will set inside (towards the ball) and block any defender coming into his area. This call would be used with SOLID protection.</p>
	<p>LIGGIN READ-IT</p> <p>Center and both guards will set to the right and block any defender coming into their area - no one coming - continue to slide for a DOUBLE READ. This call be made by the center on 6 Man Protection (SCAT) involving a Double Read (Mike to it) vs over and under fronts!</p>
	<p>RIGGIN READ-IT</p> <p>Center and both guards will set to the left and block any defender coming into their area - no one coming - continue to slide for a DOUBLE READ. This call will be made by the center on 6 Man Protection (SCAT) involving a Double Read (Mike to it) vs over and under fronts!</p>

<p>ROGER -</p> <p>A pre-snap call made by any offensive lineman to alert the line we are sliding to the <u>right</u>. Used in conjunction with Slide Protection.</p>	
<p>LOUIE</p> <p>A pre-snap call made by any offensive lineman to alert the line we are sliding to the <u>left</u>. Used in conjunction with Slide Protection.</p>	
<p>BIG LOUIE</p> <p>This is a pre-snap call to alert the center and both guards and right tackle to zone off their blocking responsibilities. They will set to the <u>left</u> and block any defender coming into their area.</p>	
<p>BIG ROGER</p> <p>This is a pre-snap call to alert the center and both guards and left tackle to zone off their blocking responsibilities. They will set to the <u>right</u> and block any defender coming into their area.</p>	
<p>HARD</p> <p>This is a pre-snap call made by the OT when he and the guard are covered by down lineman and there is a defender aligned on the I.O.S. Outside. This is an alert to the guard to make a SLIDE-IT call so that the center, guard & tackle can "area" block the 3 defenders on the I.O.S. This call can be made on SLIDE and READ Protections or on PASS 6-7. It can also be used on Scat type protection vs nickel looks when the center or QB has made a directional call to the side of the HARD LOOK.</p>	

	
	
	
	<p>LYNN</p> <p>This is a pre-snap call made by the right tackle on Slide Protection. This is a three (3) man slide involving the right tackle; right guard and center to the left to handle the "MIKE" linebacker in a triple look!</p>
	<p>RUBY</p> <p>This is a pre-snap call made by the left offensive tackle on Slide Protection. This is a three (3) man slide involving the left tackle; left guard and center to the right to handle the "MIKE" linebacker in a triple look!</p>

<p>SQUEEZE-IT</p> <p>This is a pre-snap call whereby the offensive tackle and adjacent offensive guard will <u>zone off</u> their blocking responsibility. They will set for a gap inside (towards the ball and block any defender coming into that area. SQUEEZE is the tackle's call and can only be made if center has not made directional call to your side.</p>	
<p>HEAVY</p> <p>This is a pre-snap whereby the offensive guard and back will <u>zone off</u> their blocking responsibility. The guard will set <u>inside</u> (toward the ball) and block any defender on the guard!</p> <p>NOTE: <u>Never</u> when QB aligned in "SHOT GUN".</p>	
<p>QUICK</p> <p>When the QB gives the word "QUICK" prior to a protection call, he is alerting the offensive team that he is only taking a 3 STEP DROP. Use the rules that apply to that particular protection but take your blocking responsibility. On or near the l.o.s. -- BE STOUT!</p>	
<p>FIRM</p> <p>All dropback protections are firm unless the QB gives the word QUICK or DEEP prior to the protection call. Be stout on your technique.</p>	
<p>DEEP</p> <p>When QB uses "DEEP" he is alerting the offense that he is taking a 7 STEP DROP. Use the rules that apply to that protection and note that the QB will set approximately 9 yards deep.</p>	

	
	<p>SLAM A block used on Hide Protection whereby the offensive blocker will use a hard head and shoulder contact on the END man to keep him on or near the l.o.s. And then release for the other part of his assignment!</p>
	<p>GILLIGAN A term used to denote that the guard and tackle away from the center's call are on an "ISLAND". Work together to handle all twists such as E/T and T/E games!</p>
	<p>SOLID A term used to denote that the outside guard, outside tackle and TE (Y) are man blocking #1, #2, and #3 in certain drop back pass protections. (SOLID / SLIDE). Also could include FB in certain CWM situations!</p>
	<p>SLOW Term used to denote that TIGHT END (Y) is given a blocking responsibility of #3 in certain dropback pass protections! Ex: SOLID, MAX and SLIDE! He will "Marry-Up" with the outside tackle to handle any twists or blitzes.</p>

Base Protection

ITEM **PAGE**

1-3	Base Protection
4	Base Rt 383 Backs Rt or Lt
5	Base Rt 444 Backs Flat
6	Deep Base Rt 585 Backs Hook
7	Deep Base Rt 628 Flat Check
8	Deep Base Lt 866 Lucky
9	Base Lt 989 Backs Rt or Lt
10	Base Lt 983 Backs Hook
11	Deep Base Rt 985 Backs Hook

BASE PROTECTION

(Split Flare)

7 Man Protection - 5 Step Drop

FB/HB:

Block Sam to Strong Safety. N/T = Route

HB/FB:

Block Will to Free Safety to Weak Corner. N/T = Route.

Y:

Check Strong Safety (Block your way out). If S/S blitzes outside block him. S/S blitzes inside block Sam.

LINE:

7 Man Protection

4 Man Line- Big on Big plus the Mike

3 Man Line- **Riggin** or **Liggin** strong. Offside Guard open

out.

Note: Can game plan **Fan** weak vs. a 34 front. Any strong

or weakside reduction will be treated as a 4 man line (big

on big).

A.) Center responsible for identifying Mike (#0).

Riggin/Liggin calls used vs. an over or under fronts.

If covered by LB, **Even Middle** call.

When uncovered RT/LT Swap, **Roger** or **Louie** calls

made.

Vs. Over front with Backers moved strong (BOS),

Roger or **Louie** calls used.

Will use "**Check 30**" call vs. various triple looks.

Protection Notes

A.) "I" formation- HB goes weak FB goes strong.

B.) QB adds "Deep" to protection call = 7 step drop.

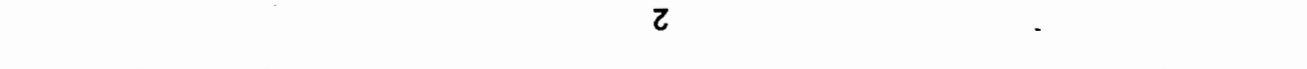
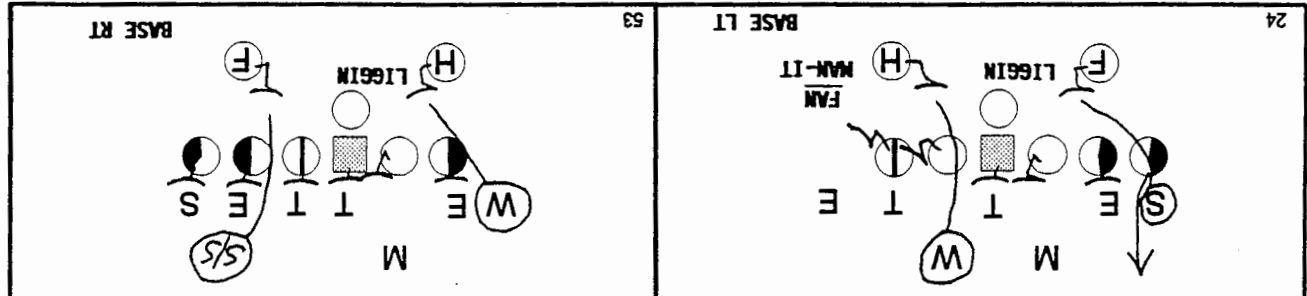
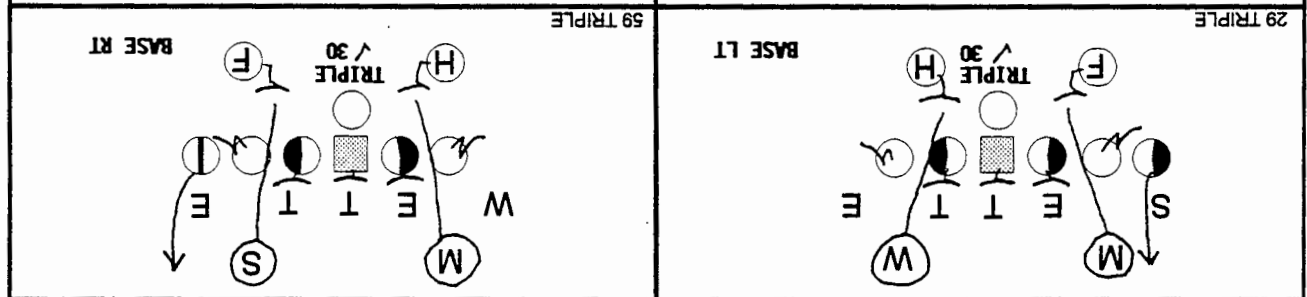
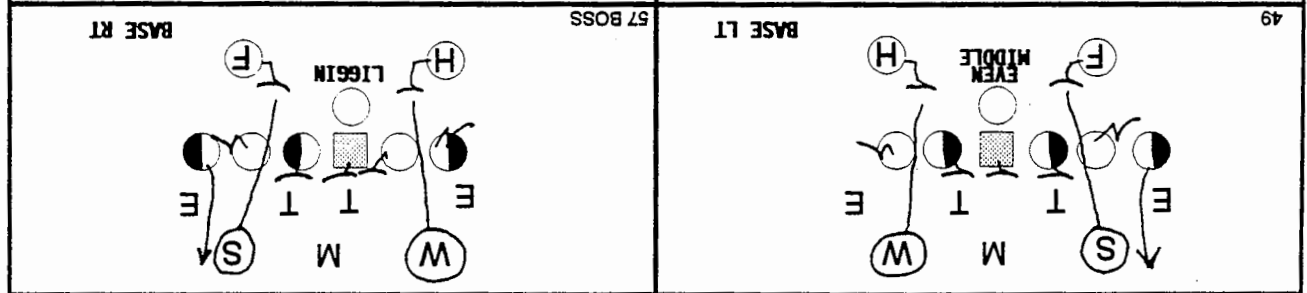
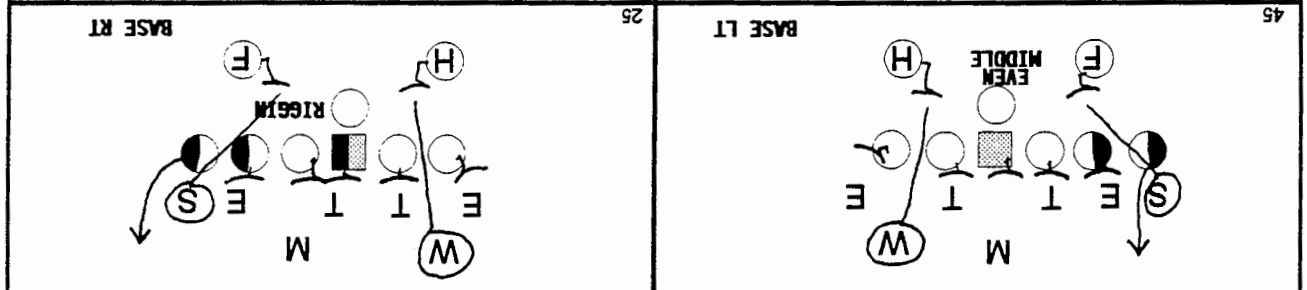
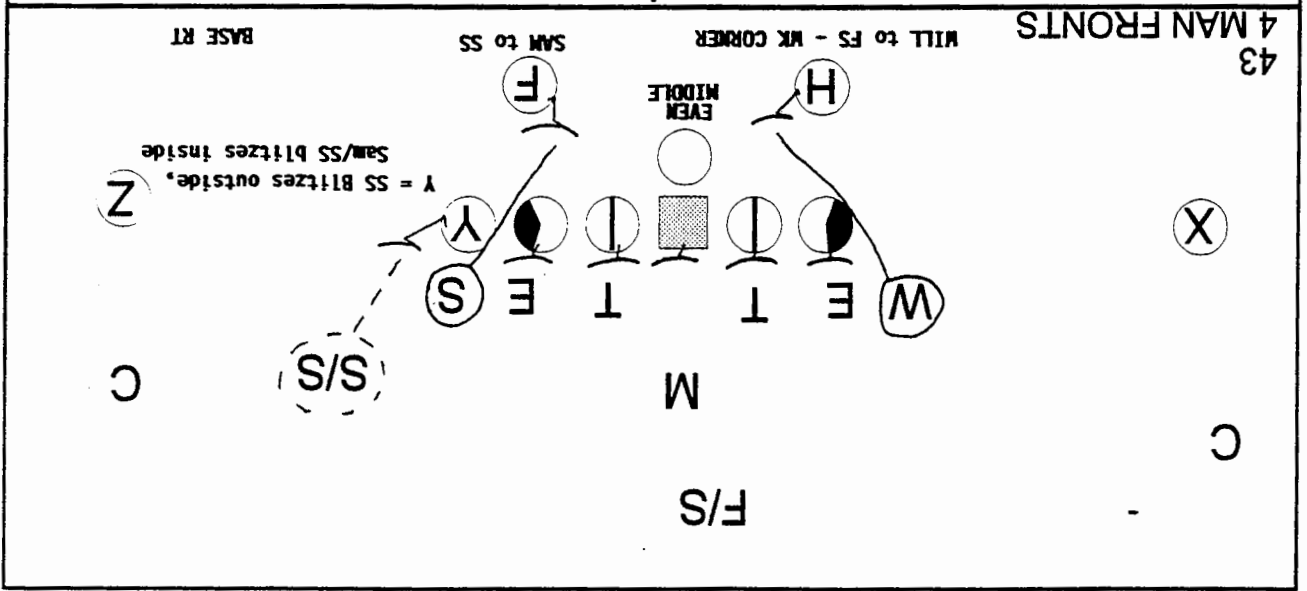
Ex. "Deep Base Right 628 Flat Check."

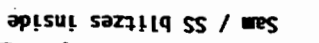
C.) vs. 3 Man Line, **Fan** call is game planned. Offside

tackle , if will LBer walked or out, make **Solid** call.

HB blocks Will.

Base Protection



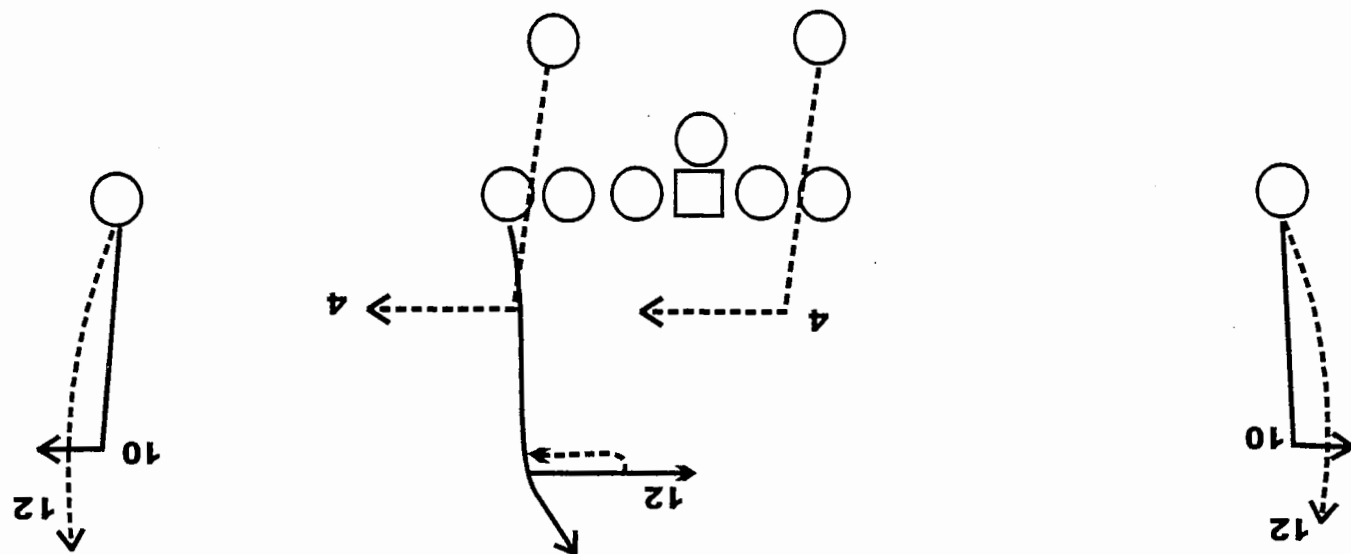


MIAMI DOLPHINS - OFFENSE

SPLIT RT.

BASE RT. 383 BACKS RIGHT OR LEFT

Split
Weak
Strong



X	OUTSIDE 3 ROUTE	COV 2 ADJ = 9 ROUTE
Y	INSIDE 8 ROUTE	
Z	OUTSIDE 3 ROUTE	COV 2 ADJ = 9 ROUTE
FB	CHECK - Right or Left	
HB	CHECK - Right or Left	
QB	5 STEP DROP	VS COV 3 LOOK FOR X or Z, N/T LOOK FOR BACKS COV 2 or 8 LOOK STRONG SIDE FOR STRETCH BY Y & Z, N/T, FB

NOTES

X = SITE ADJ VS WILL - FS or WILL WK-CORNER (2 WEAK)
SITE ADJ = HITCH

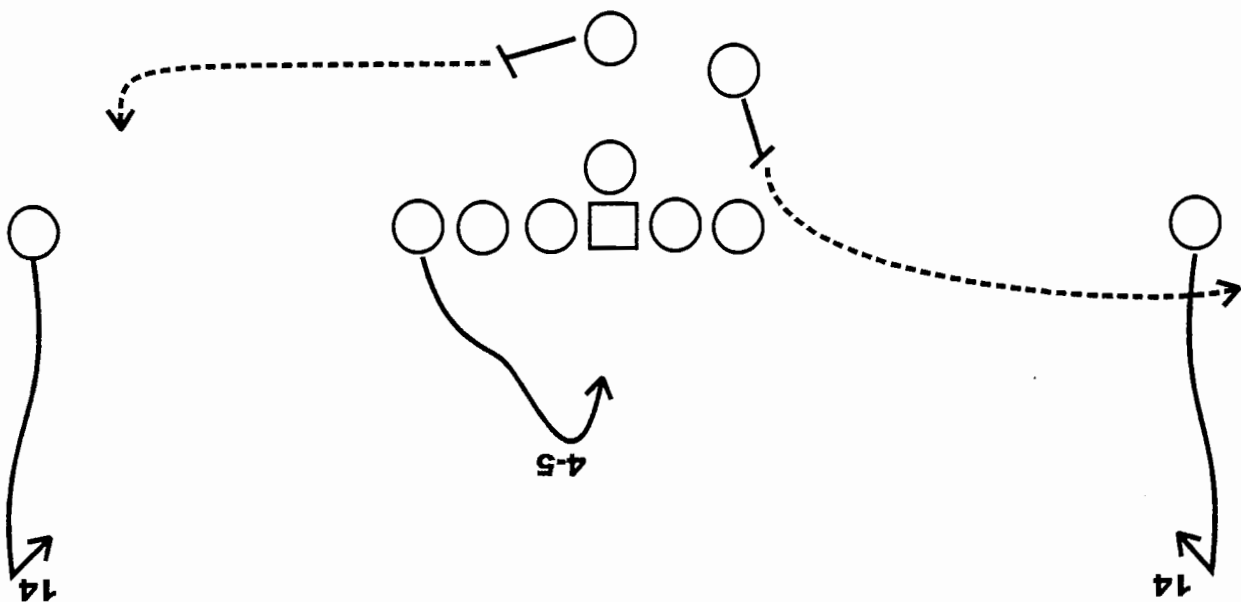
QB = DEEP BASE = 7 STEP DROP

MIAMI DOLPHINS - OFFENSE

WEAK RT.

BASE RT. 444 BACKS FLAT

Split
Strong
Weak



OUTSIDE 4 ROUTE

X

INSIDE 4 ROUTE C.P. 4-5 YARDS-GET OPEN

Y

OUTSIDE 4 ROUTE

Z

CHECK - FLAT

FB

CHECK - FLAT

HB

5 STEP DROP

QB

Y FIRST THEN Z TO BACK.
Y FIRST THEN X TO BACK. (VS STRONG ROTATION)

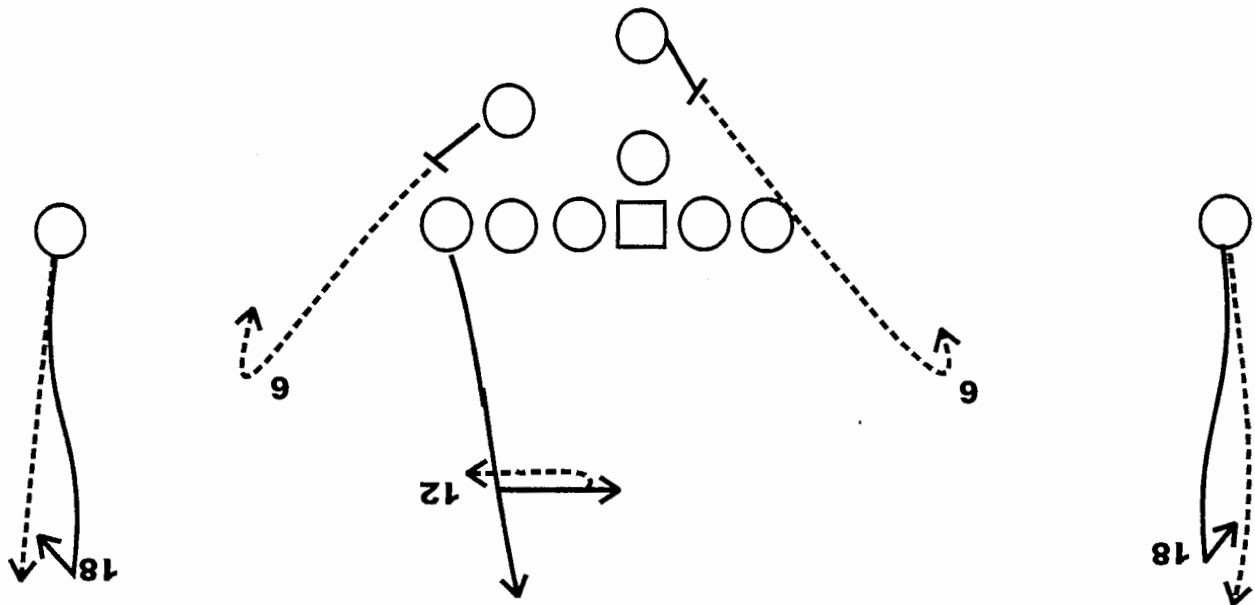
Y = 4 to 5 yards
X & Z = 14 yards

NOTES

MIAMI DOLPHINS - OFFENSE

Split
Weak
Strong

STRONG RT.
DEEP BASE RT. 585 BACKS HOOK



X	OUTSIDE 5 ROUTE	COVER 2 ADJ = 9 ROUTE
Y	INSIDE 8 ROUTE	
Z	OUTSIDE 5 ROUTE	COVER 2 ADJ = 9 ROUTE
FB	CHECK - HOOK	
HB	CHECK - HOOK	
QB	7 STEP DROP	COVER 3 LOOK FOR X N/T HB. ROTATION WEAK READ Y/Z/FB. COV 2 or 8 WORK STRETCH OF Y/Z N/T FB.

NOTES

1. Possible Backs Cross
2. Possible 5 Step Drop

7

NOTES

QB	7 STEP DROP Y VS M/M. ZONE WORK HIGH TO X - LOW TO Y N/T HB. NO SAFETY IN MIDDLE LOOK FOR POST.
HB	CHECK DOWN - WEAKSIDE OF BALL - LET Y CLEAR
FB	CHECK - FLAT
Z	OUTSIDE 8 ROUTE
Y	INSIDE 2 ROUTE C.P. IF WALLED OFF HOOK UP ON NUMBERS
X	OUTSIDE 6 ROUTE

DEEP BASE RT. 628 FLAT CHECK

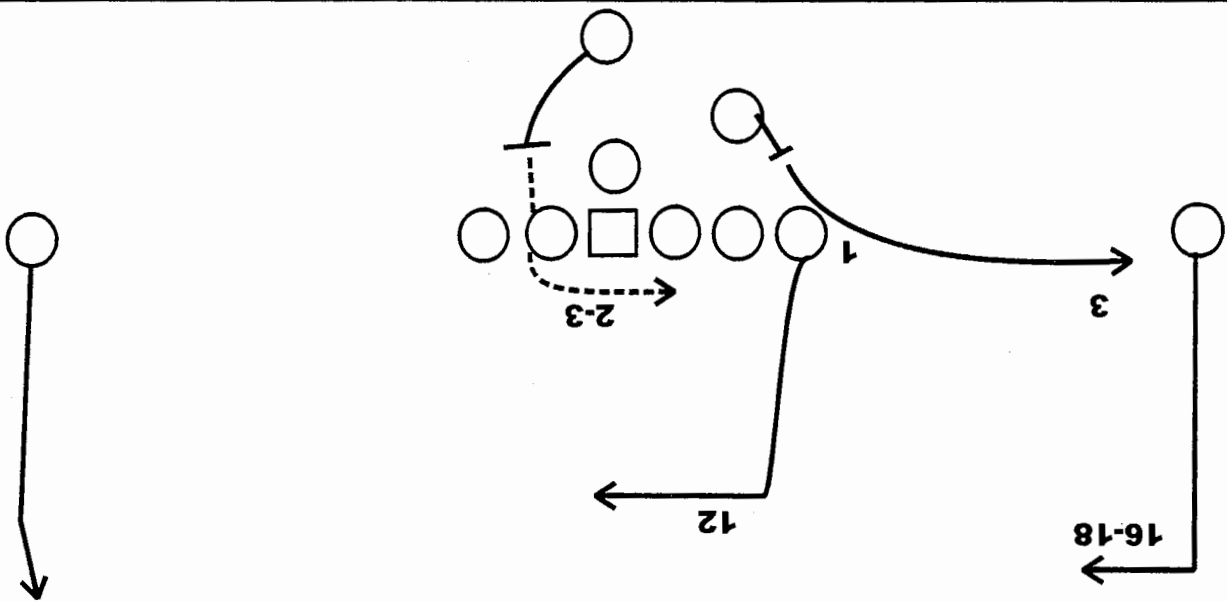
SPLIT RT.
Split
Weak
Strong

Split	Weak	Strong
-------	------	--------

MIAMI DOLPHINS - OFFENSE

STRONG LT.
DEEP BASE LT. 866 LUCKY

Split
Strong



X OUTSIDE 8 ROUTE (LOOK) COV 2/8 = 9 ROUTE

Y INSIDE 6 ROUTE C.P. NO STEM

Z OUTSIDE 6 ROUTE

FB CHECK - FLAT

HB CHECK - DART

QB 7 STEP DROP
COV 3 QUICK FIVE STEPS LOOK FOR X.
ANY OTHER COVERAGE LOOK Y/Z N/T BACKS.

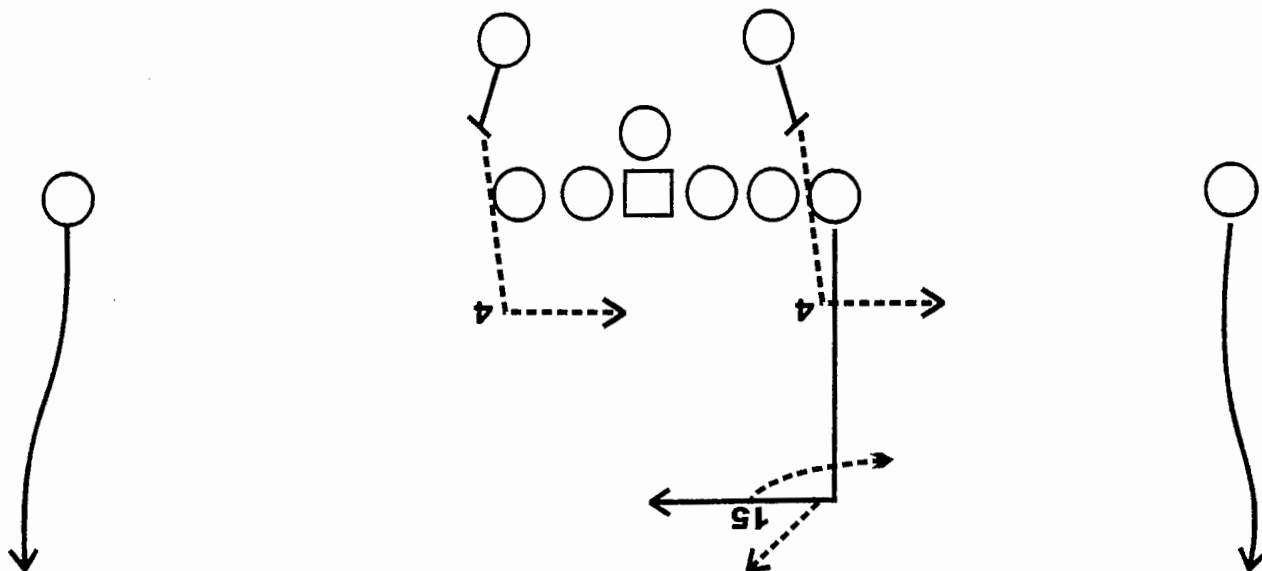
NOTES

MIAMI DOLPHINS - OFFENSE

SPLIT LT.

BASE LT. 989 BACKS BKS RT OR LT

Split
Weak
Strong



OUTSIDE 9 ROUTE

X

INSIDE 8 ROUTE

Y

OUTSIDE 9 ROUTE

Z

CHECK - Right or Left

FB

CHECK - Right or Left

HB

5 STEP DROP
Vs COV 3 LOOK X or Z N/T LOOK FOR BACKS
COV 2 or 8 LOOK FOR Y/Z STRETCH N/T FB

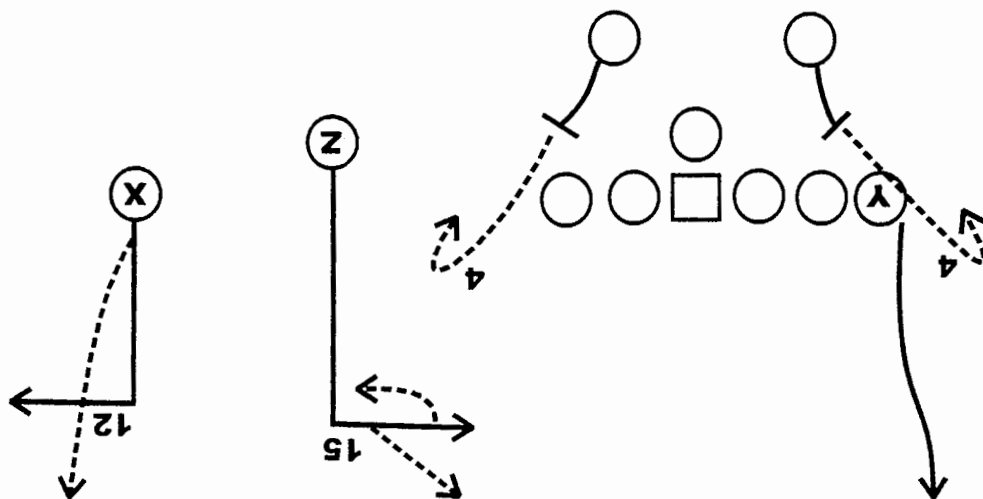
QB

NOTES

MIAMI DOLPHINS - OFFENSE

SPLIT LEFT SLOT
BASE LT. 983 BACKS HOOK

Split
Weak
Strong



X	OUTSIDE 3 ROUTE (COV 2 = TAKEOFF) (M/M - RUN ROUTE)
Y	OUTSIDE 9 ROUTE
Z	INSIDE 8 ROUTE
FB	CHECK SAM N/T HOOK
HB	CHECK WILL N/T - HOOK
QB	5 STEP DROP: X FIRST N/T Z to HB COV 2 - X/Z STRETCH N/T HB

NOTES

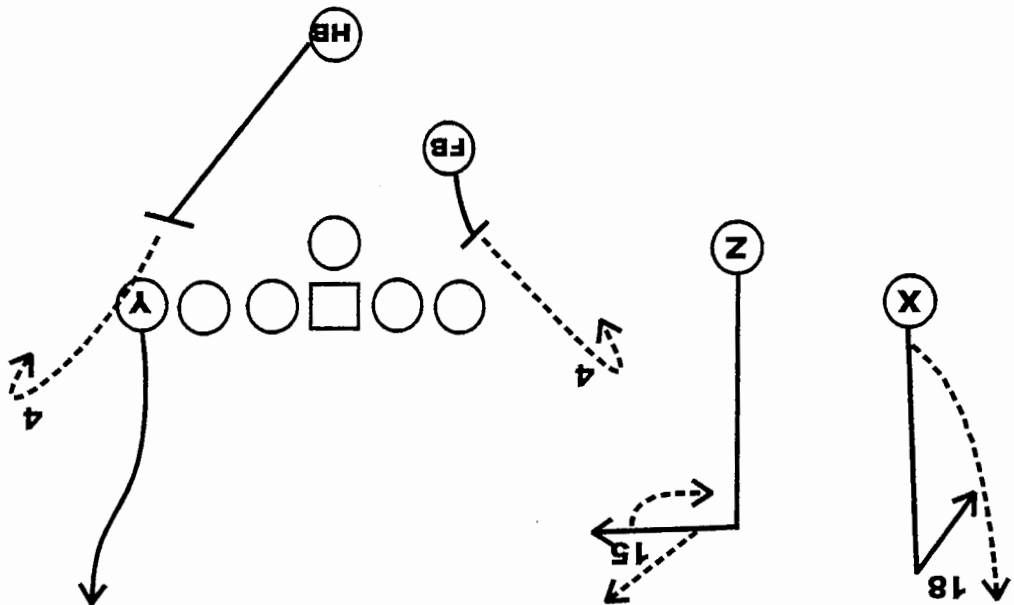
Base Protection

Slot Routes

MIAMI DOLPHINS - OFFENSE

Split
Strong
Weak

WEAK RIGHT SLOT
DEEP BASE RT. 985 BACKS HOOK



OUTSIDE 5 ROUTE (COV 2 = TAKEOFF)

OUTSIDE 9 ROUTE

INSIDE 8 ROUTE

CHECK WILL N/T HOOK

CHECK SAM N/T - HOOK

7 STEP DROP: COV 3 - X to Z to FB
COV 2 - X/Z STRETCH N/T FB

NOTES

Scat Protection

ITEM **PAGE**

Scat Protections	1-3
Deep Scat Rt 080 Smash	4
Scat Rt 839 F Flat	5
Scat Rt 894 Backs Flat	6
Scat Rt 999 Seam Dart	7
Scat Rt 831 Shoot Z Trail (Z)	8
Scat Rt 831 Shoot (Z)	9
<u>Scat Protection Slot</u>	
Scat Rt 360 Shoot Y Pump	10
Scat Rt 346 Flat	11
Scast rt 394 Flat (Y Pump)	12

SCAT PROTECTION

(Strong Flare)

6 Man Protection - 5 Step Drop

FB/HB: Free release.

HB/FB: Block Will to Free Safety to Weak Corner. N/T = Route.

Y: Route.

LINE: 6 Man Protection

4 Man Line- Mike to it (Mollie, Collie, or Trolie).

3 Man Line- Mollie strong, Rigglin or Ligglin weakside.

Note: Can game plan Fan weak. Any strong or weakside reduction will be treated as a 4 man line (big on big).

A.) Center responsible for identifying Mike(#0).

If covered by LB, Even Collie Mike to it.

Uncovered RT/LT Collie, (may use Rt or Lt with a

Read it).

Vs. any Over front, Rigglin and Ligglin calls will be

used.

Vs. Over Boss (53,57) Rigglin and Ligglin Read it.

B.) Onside Guard, if covered by a LB, Mollie (Mike to it).

Otherwise Big on Big.

C.) Onside Tackle man block #2. If #2 is LB, Trolie. If LB

stacked inside or walked up in either A or B gap

Squeeze-it.

D.) Offside Guard and Tackle same as Base Protection

(Big on Big). Note: Offside Guard Alert "Heavy Call".

Protection Notes:

A.) Even or Over front, Mike weakside, Hot vs 1 Blitz

strongside. QB must point out Mike when weakside.

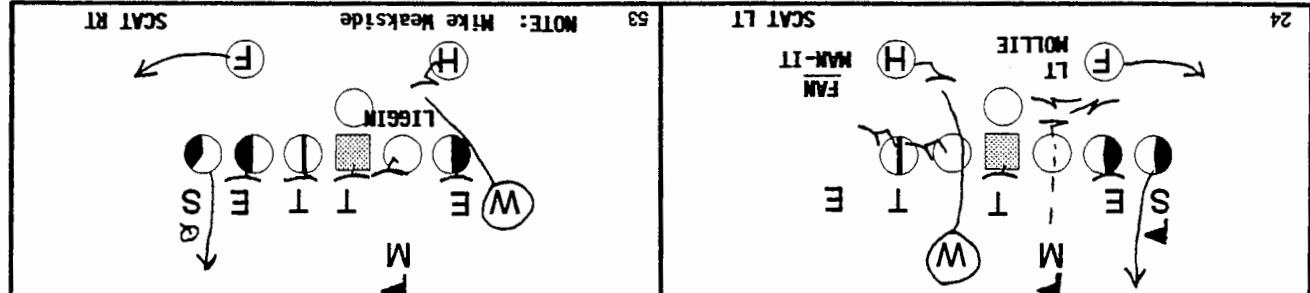
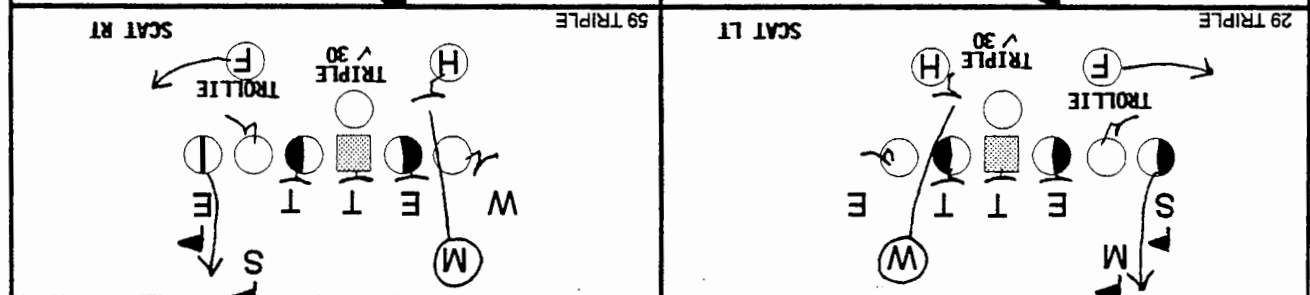
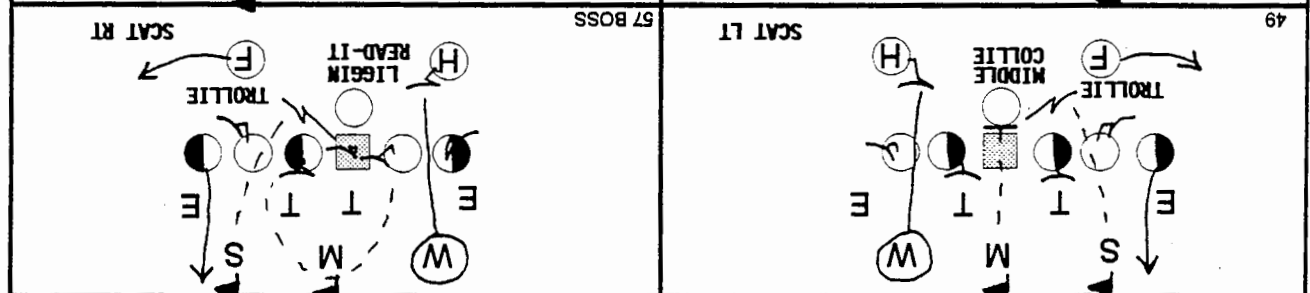
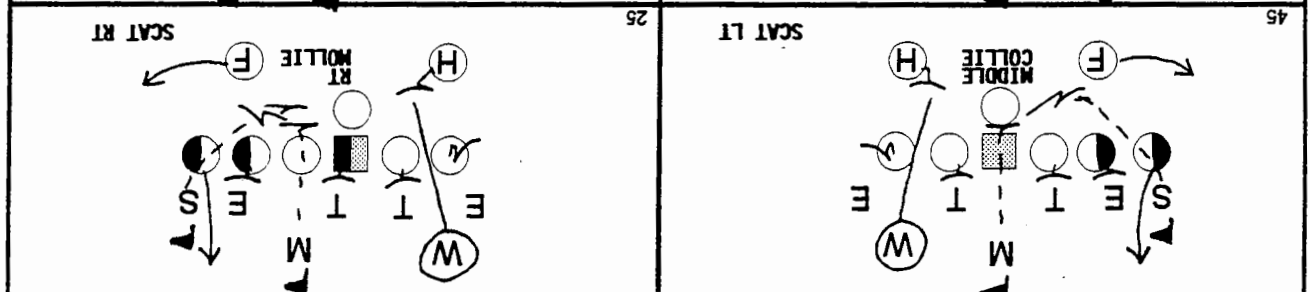
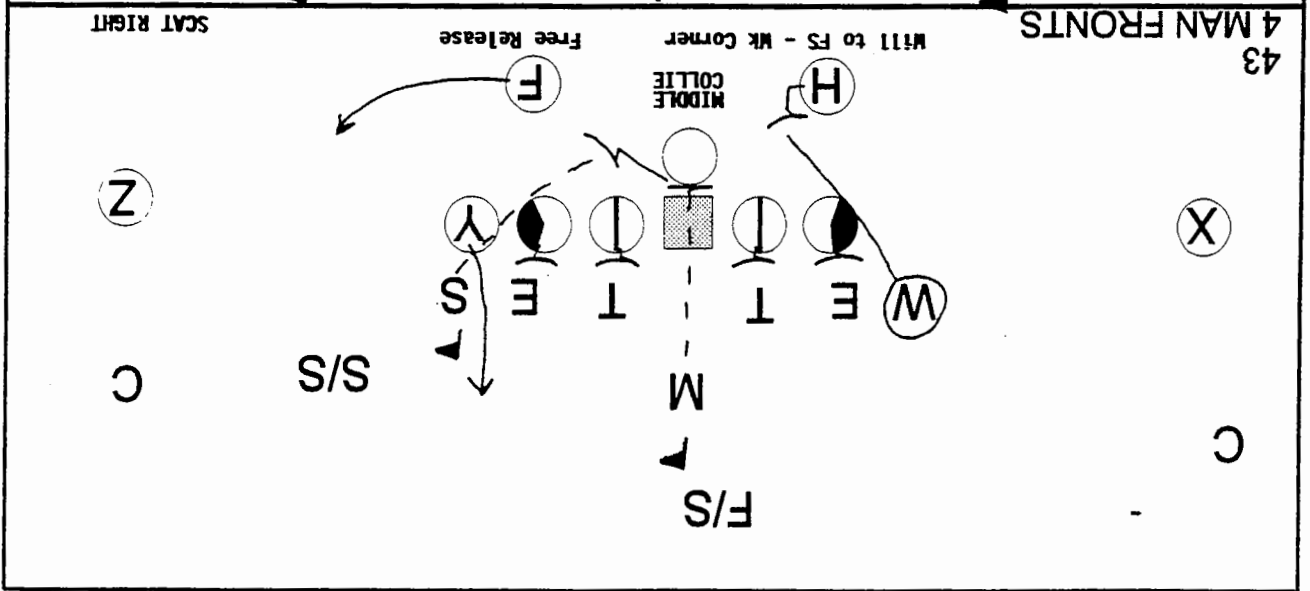
B.) QB adds "deep" to protection call = 7 step drop.

Ex. "Deep Scat Right 785 Option Out."

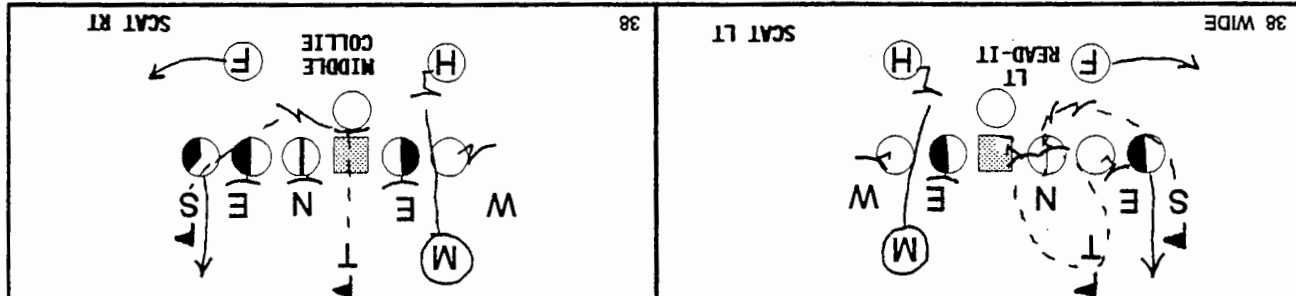
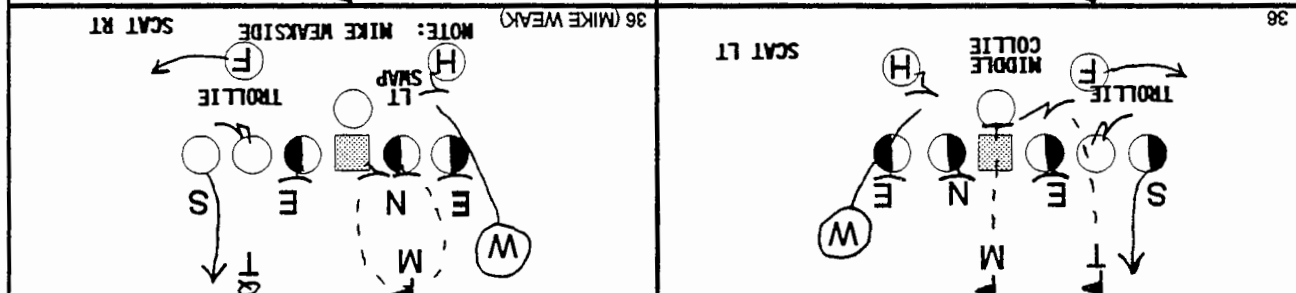
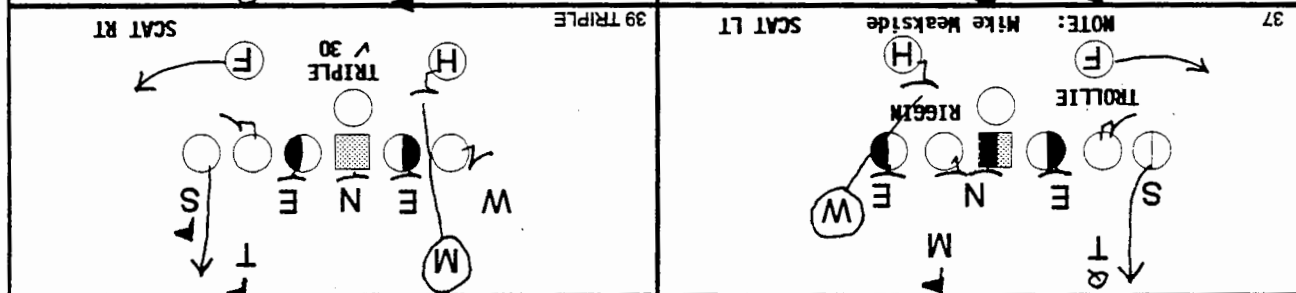
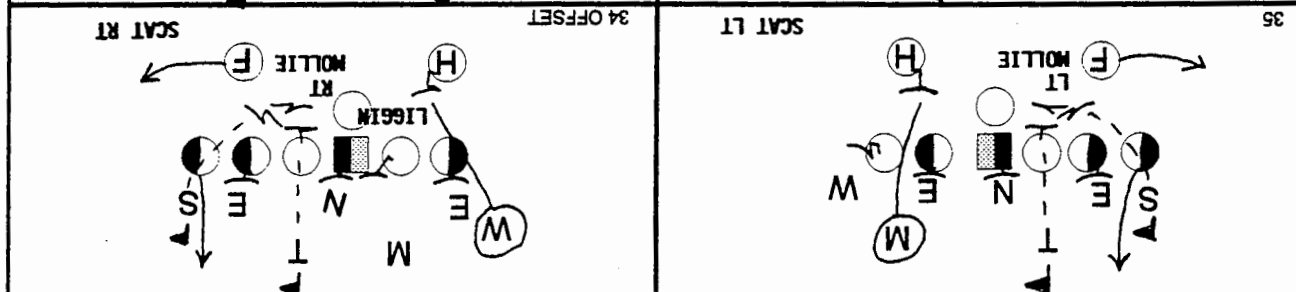
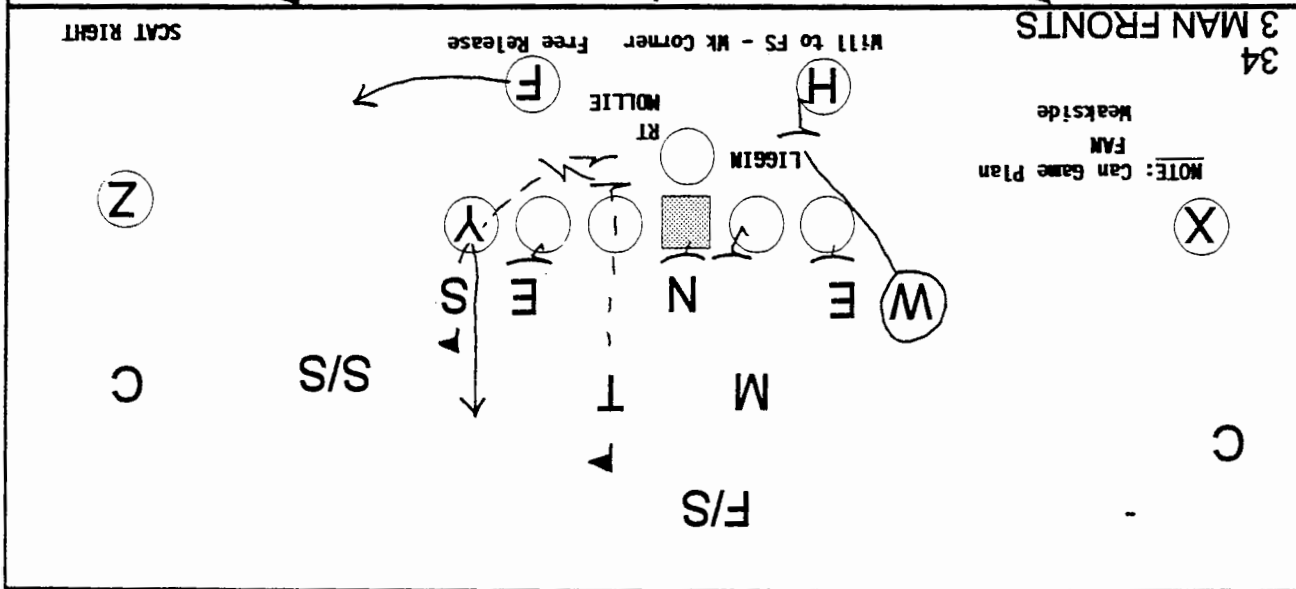
C.) vs 34 look, can gameplan Fan weakside.

D.) QB throw Q vs. 2 blitzers strongside.

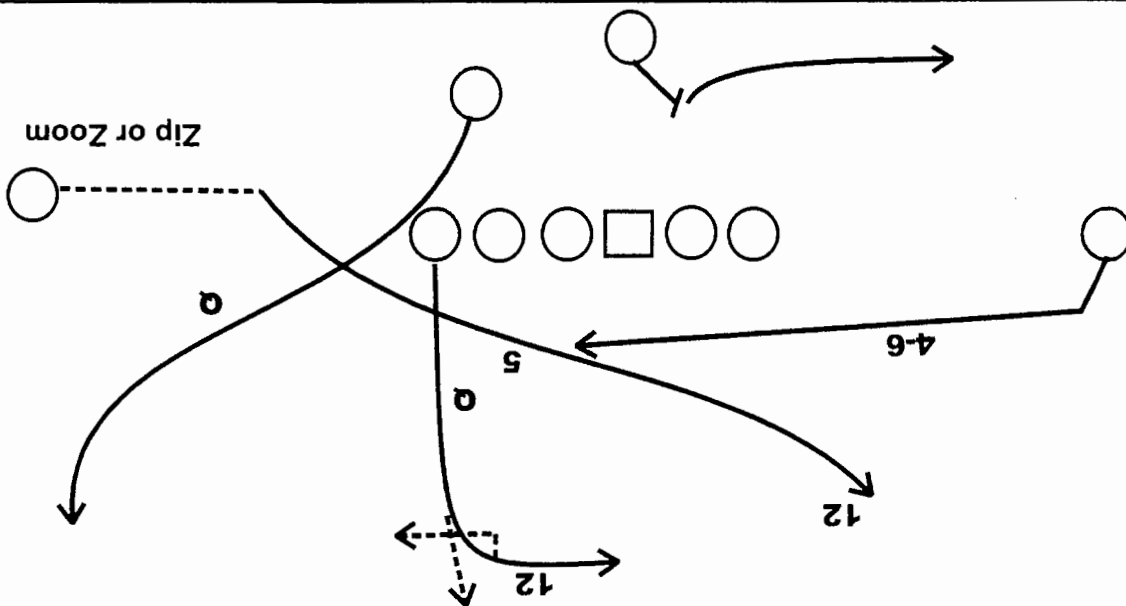
Scat Protection



Scat Protection



STRONG RT. ZIP
DEEP SCAT RT. 080 F SHOOT (SMASH)



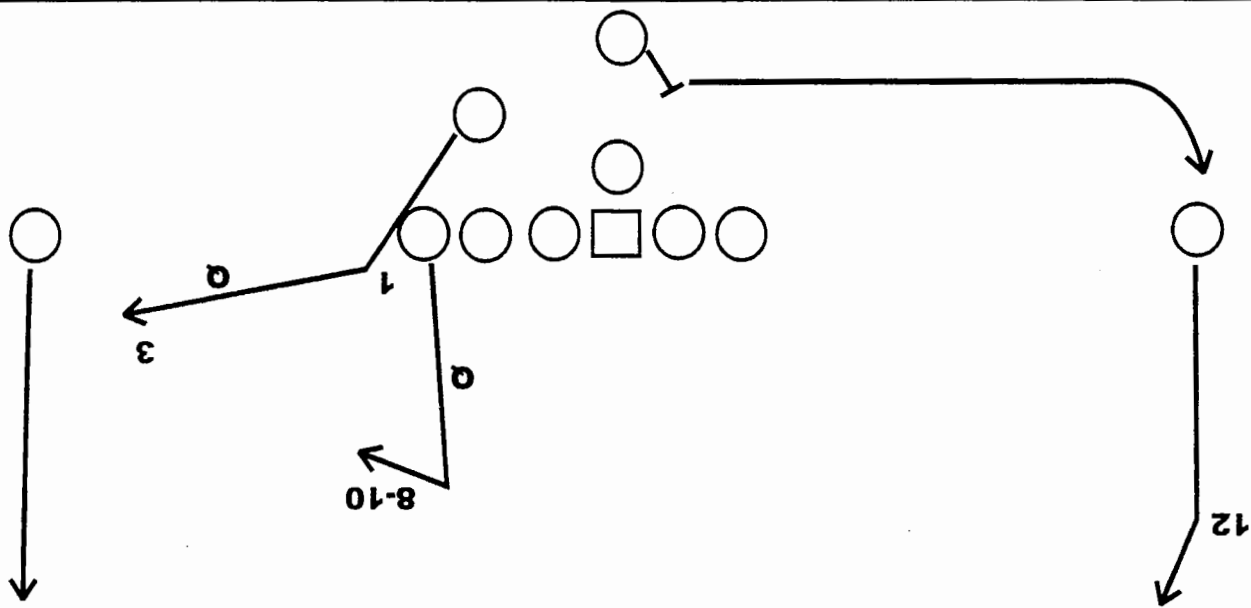
X	OUTSIDE ZERO ROUTE
Y	INSIDE 8 ROUTE (a)
Z	OUTSIDE ZERO ROUTE
FB	FREE RELEASE - SHOOT (a)
HB	CHECK - WIDE
QB	7 STEPS: COVER 3 WORK Y TO X. M/M LOOK FOR FB N/T Y/X. ALERT Y/FB VS STRONG BLITZ.

NOTES

MIAMI DOLPHINS - OFFENSE

SPLIT RT.
SCAT RT. 839 FLAT

Split
Strong
Trips



X OUTSIDE 8 ROUTE (LOOK) VS PRESS or ROTATION RUN 9 ROUTE

3 ROUTE

(Q)

Z OUTSIDE 9 ROUTE- INSURE OUTSIDE RELEASE

FB

FREE RELEASE - FLAT

(Q)

HB

CHECK - FLAT OR WIDE IF IN DOT

QB

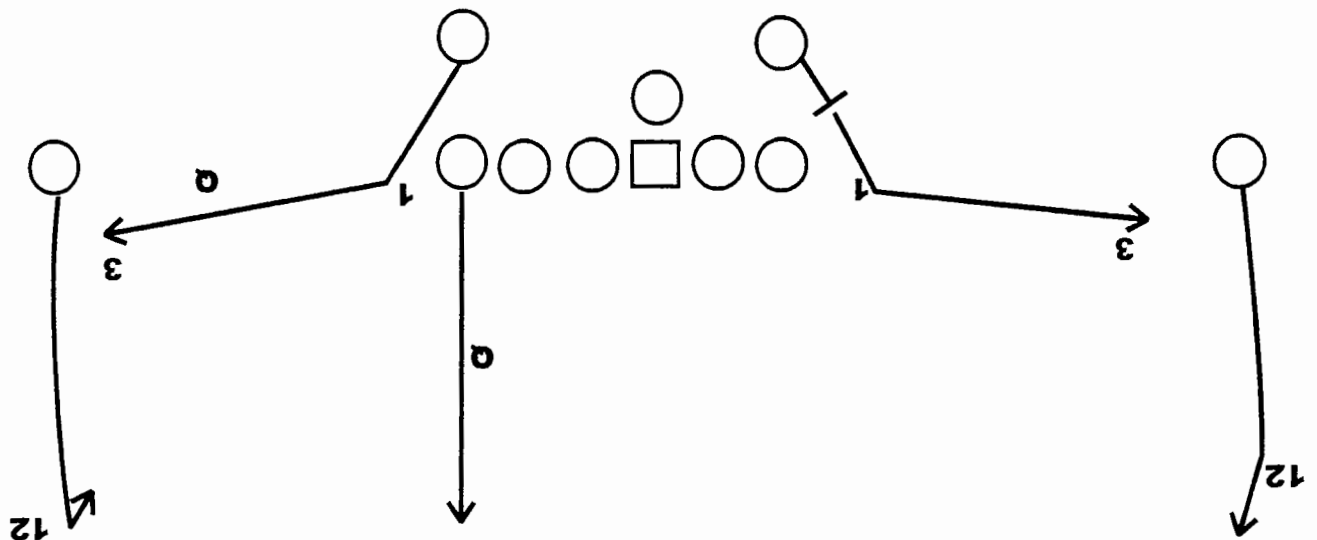
5 STEP: LOOK FOR X, N/T Y TO FB, N/T Z
ALERT Y/FB VS STRONG BLITZ

NOTES

MIAMI DOLPHINS - OFFENSE

Split
Strong
Trips

SPLIT RT.
SCAT RT. 894 BACKS FLAT



X	OUTSIDE 8 ROUTE (LOOK)
Y	9 ROUTE
Z	OUTSIDE 4 ROUTE (3 CT)
FB	FREE RELEASE - FLAT
HB	CHECK - FLAT
QB	5 STEPS: LOOK FOR X, N/T LOOK FOR Z TO FB. ALERT Y/FB VS STRONG BLITZ.

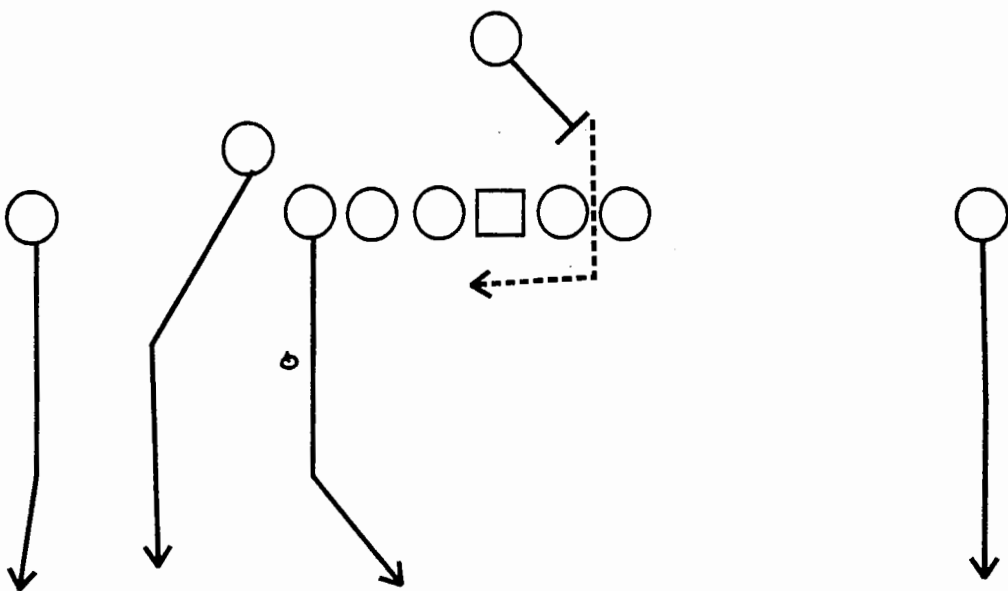
NOTES

MIAMI DOLPHINS - OFFENSE

TRIPS RT.

SCAT RT. 999 SEAM/DART

TRIPS
TREY



OUTSIDE 9 ROUTE

X

INSIDE 9 ROUTE (a) (LANDMARK MIDDLE OF FIELD)

Y

OUTSIDE 9 ROUTE

Z

FREE RELEASE - SEAM ROUTE (LANDMARK TOP OF NUMBERS)

FB

CHECK WILL N/T DART

HB

5 STEP DROP: X vs B/R. COV 2 or 3 WORK STRETCH STRONG SIDE
N/T HB ON DART.

QB

NOTES

WEAK RT. - FLY RT.

SCAT RT. 831 SHOOT - Z TRAIL

8

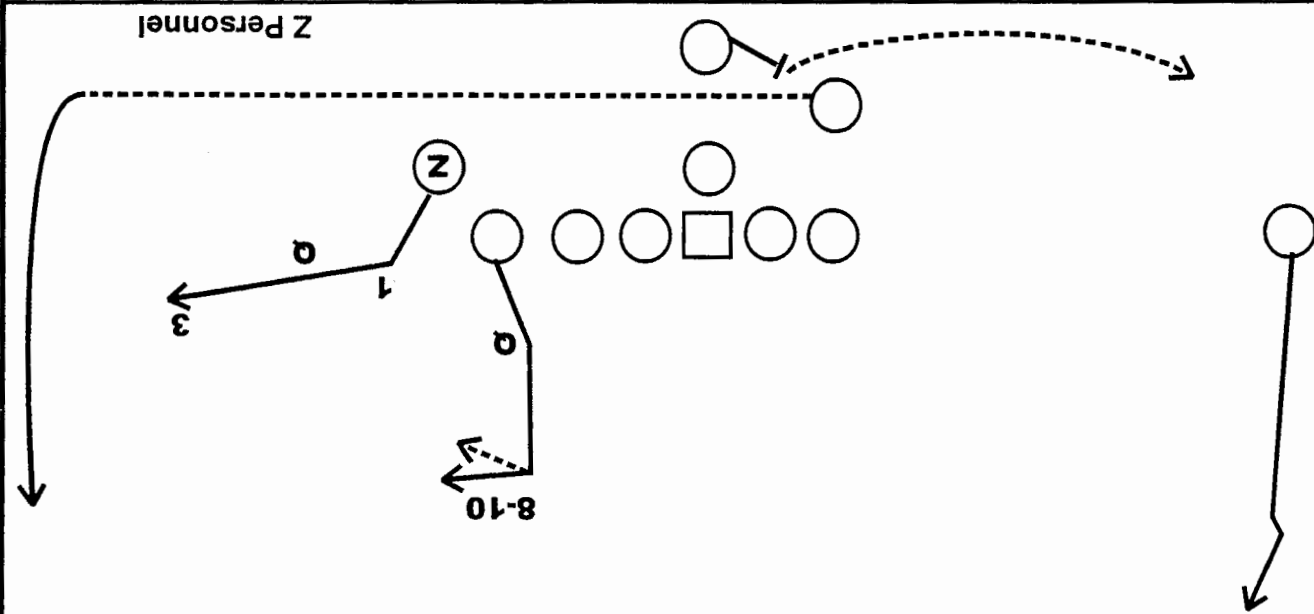
Z Personnel

X	SAME AS SCAT 831 SHOOT
Y	SAME AS SCAT 831 SHOOT (10 yd) Q
Z	START FLAT, DRIVE UNDER Y
FB	SAME AS SCAT 831 SHOOT
HB	CHECK WILL N/T WIDE
QB	5 STEP DROP: X vs 3 DEEP or BAIL, N/T Z to Y

NOTES

MIAMI DOLPHINS - OFFENSE

WEAK RT. - FLY RT.
SCAT RT. 831 SHOOT



X OUTSIDE 8 ROUTE (LOOK)

Y INSIDE 3 ROUTE (a)

Z INSIDE 1 ROUTE (a)

FB FREE RELEASE - SHOOT (Get outside numbers on motion)

HB CHECK WILL N/T WIDE

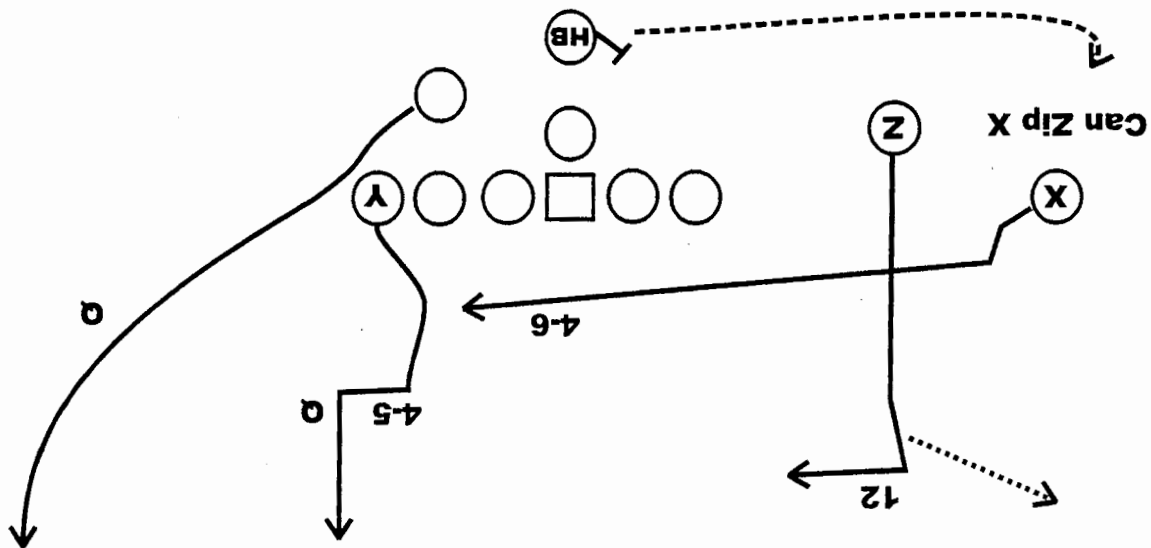
QB 5 STEPS:
X IF 3 DEEP or BAIL, N/T Y to Z.
LB RUNS WITH FB LOOK AT SHOOT (Y/Z=Q)

NOTES

MIAMI DOLPHINS - OFFENSE

STRONG RIGHT SLOT
SCAT RT. 360 SHOOT Y PUMP

Strong Slot
Trips Slot



X	ZERO ROUTE
Y	INSIDE 3 PUMP (Q)
Z	INSIDE 6 ROUTE (CAN CALL 7 ROUTE)
FB	FREE RELEASE - SHOOT (Q)
HB	CHECK WILL N/T - WIDE
QB	5 STEP DROP: FB FIRST THEN Y N/T X BACK TO Z

NOTES

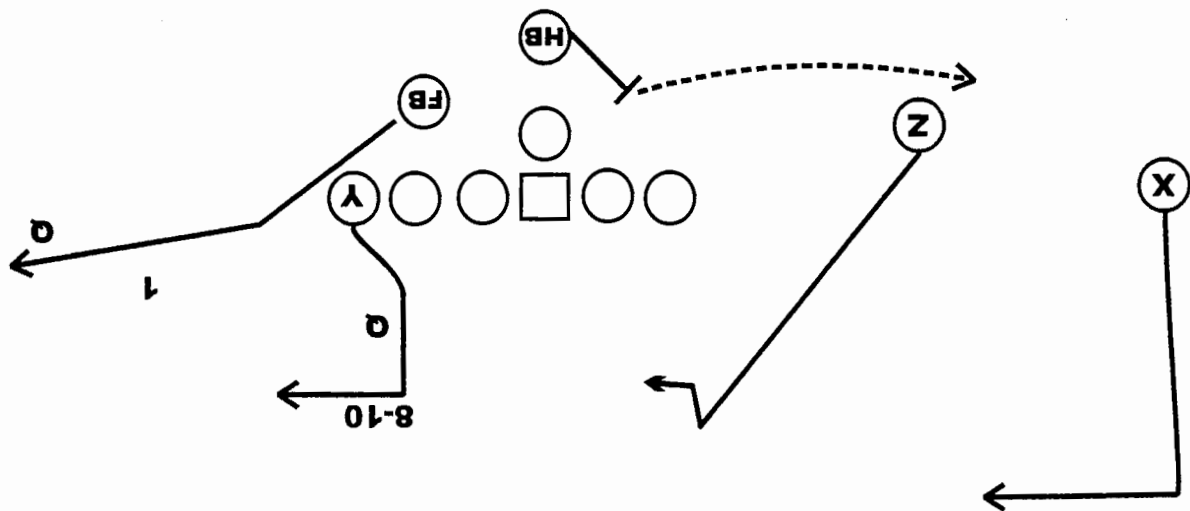
Scat Protection Slot

Section 9

MIAMI DOLPHINS - OFFENSE

STRONG RIGHT SLOT
SCAT RT. 346 FLAT

**Split
Strong
Trips**



X	OUTSIDE 6 ROUTE (4 Count)
Y	OUTSIDE 3 ROUTE (ALERT Y PUMP) (Q)
Z	INSIDE 4 ROUTE
FB	FREE RELEASE - FLAT (Q)
HB	CHECK WILL N/T - CHECK WIDE (FROM DOT)
QB	5 STEP DROP: WORK FB NOW N/T Y ALERT FB/Y vs STRONG BLITZ

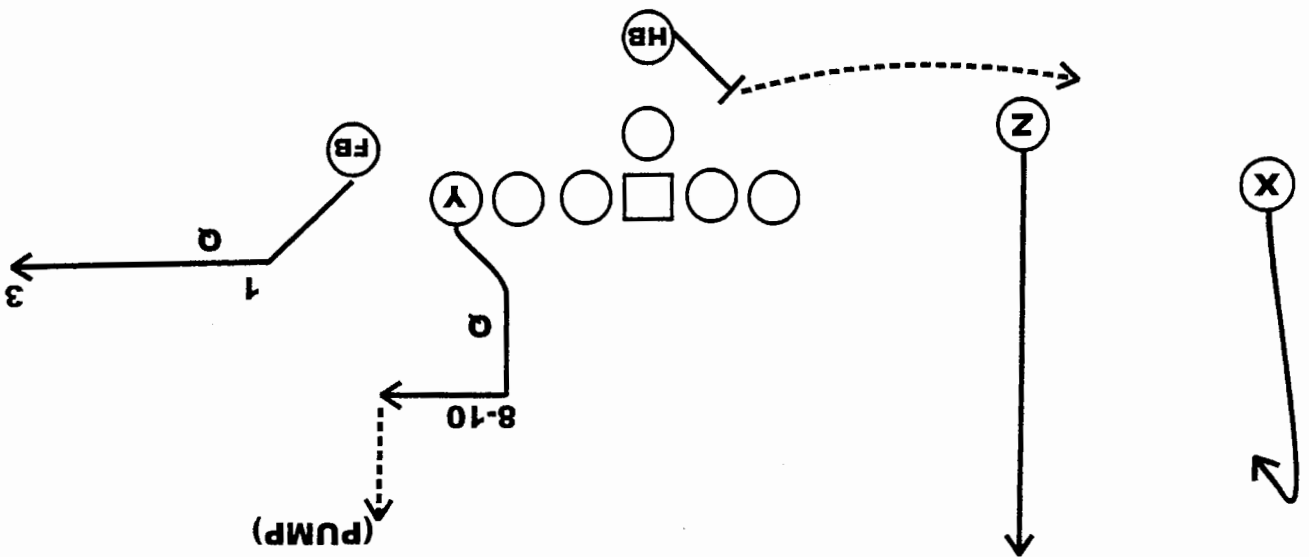
NOTES

MIAMI DOLPHINS - OFFENSE

TRIPS RIGHT SLOT

SCAT RT. 394 BACKS FLAT (Y PUMP)

Split
Strong
Trips



OUTSIDE 4 ROUTE

OUTSIDE 3 ROUTE (ALERT Y PUMP) (Q)

INSIDE 9 ROUTE

FREE RELEASE - FLAT

HB CHECK WILL N/T - CHECK WIDE (FROM DOT)

5 STEP DROP: WORK FB NOW N/T Y
ALERT FB/Y vs STRONG BLITZ

NOTES

Read Protection

PAGE

ITEM

Read Protection	1-3
Read Rt 414 Pivot	4
Read Rt 464 Cross Wide	5
Read Lt 999 Seam Check	6

READ PROTECTION

(Slide)

6 Man Protection – 5 Step Drop

FB/HB:

Dual read strongside.

4 man line = Mike, Sam to Strong Safety.

3 man line = Ted, Sam to Strong Safety.

Note: Triple call by center, check 30 = responsible for weakside "Bump" LB to strongside "Bump" LB.

HB/FB:

Free release. Route.

Y:

Route.

LINE:

6 Man Protection- Slide away from protection called.

A.)

4 Man Line- Onside Guard and Tackle; Big on Big.

Onside Guard when covered by a LB start the slide. Onside Tackle when covered by a LB and LB walks

up in either A or B gap, **Squeeze-it.**

B.)

3 Man Line-vs any strong reduction treat like

4 man line (Big on Big).

C.)

Triple Look- Alert for **Triple** call from the Center with a

check **30** call. Onside Tackle, if covered by a LB and LB

walks up in either A or B gap, **Squeeze-it.**

D.)

Over Look- Off Guard **"Wallie"**, Take Mike if in Tuff

otherwise look to Will. Vs Over Boss-**Riggin/Liggin**

"Wallie."

Protection Notes:

A.) QB adds "deep" to protection call = 7 step drop.

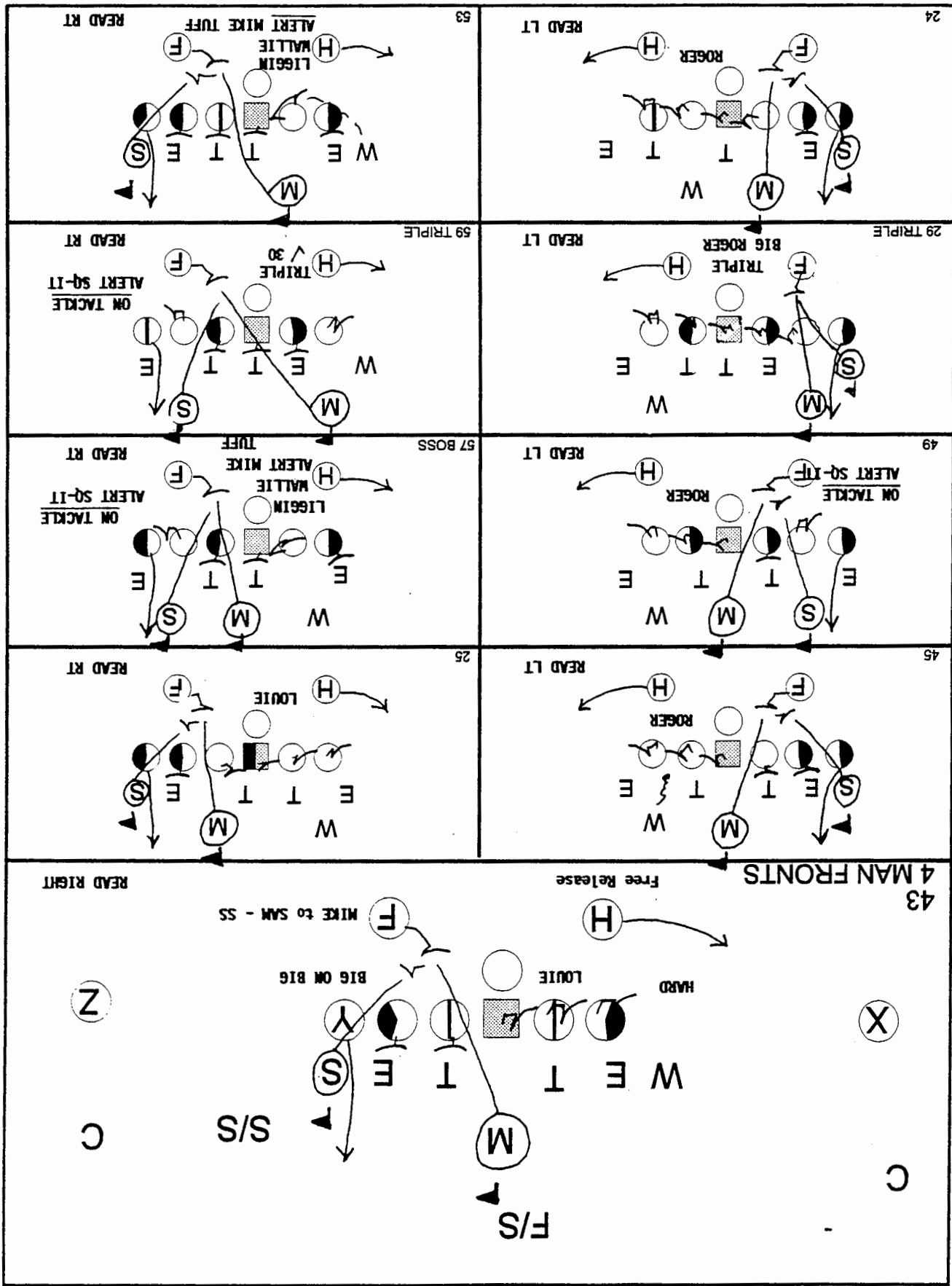
B.) Can gameplan vs Triple looks, **Big Roger** or **Big**

Louie. Onside Tackle starts the slide. FB/HB

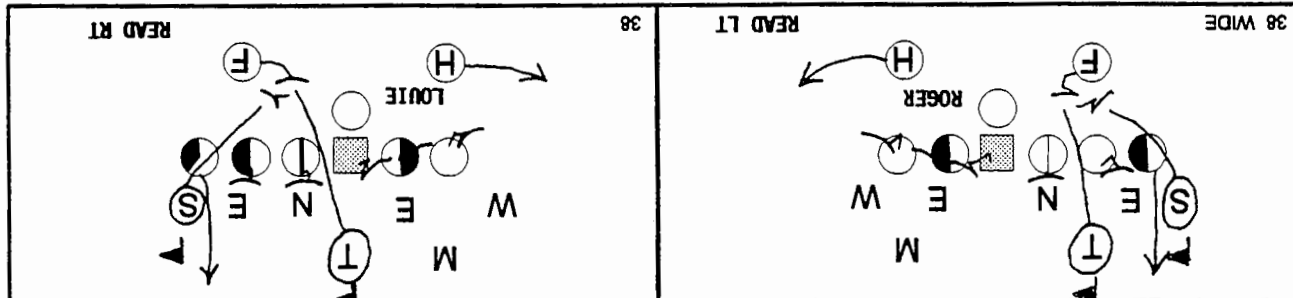
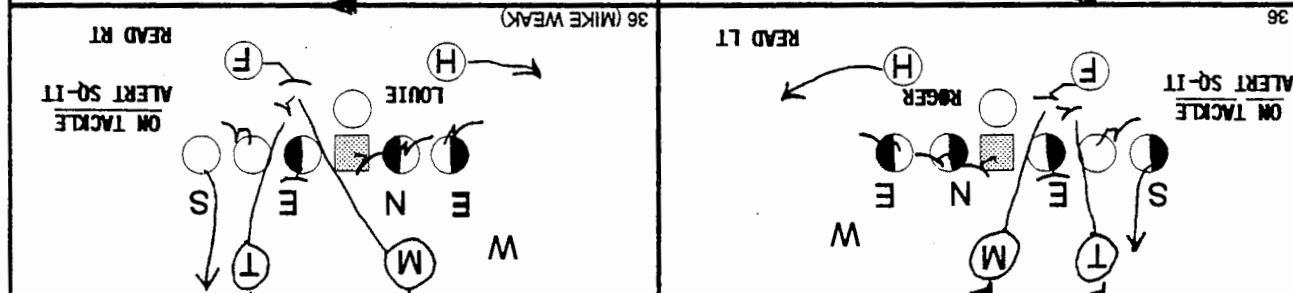
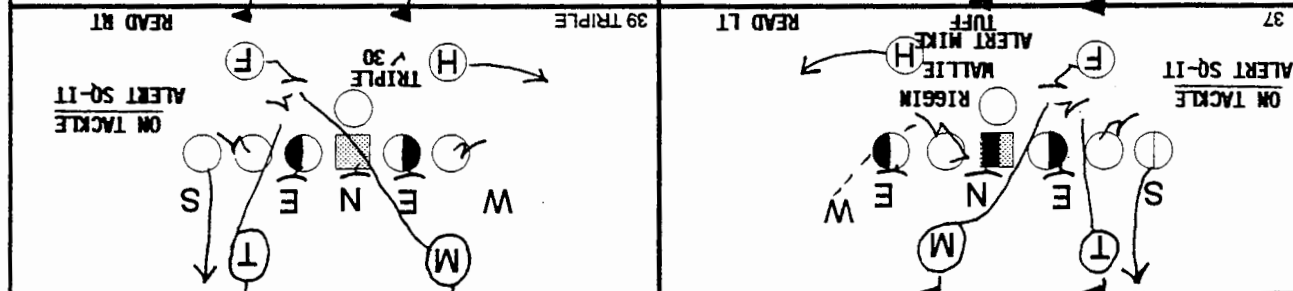
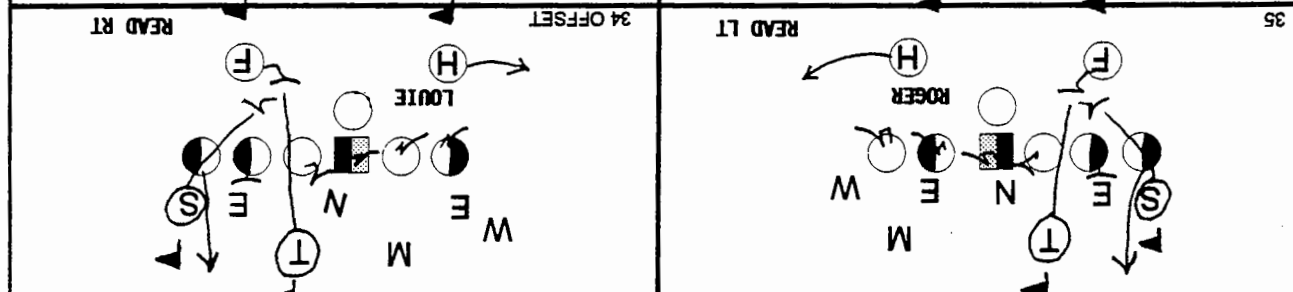
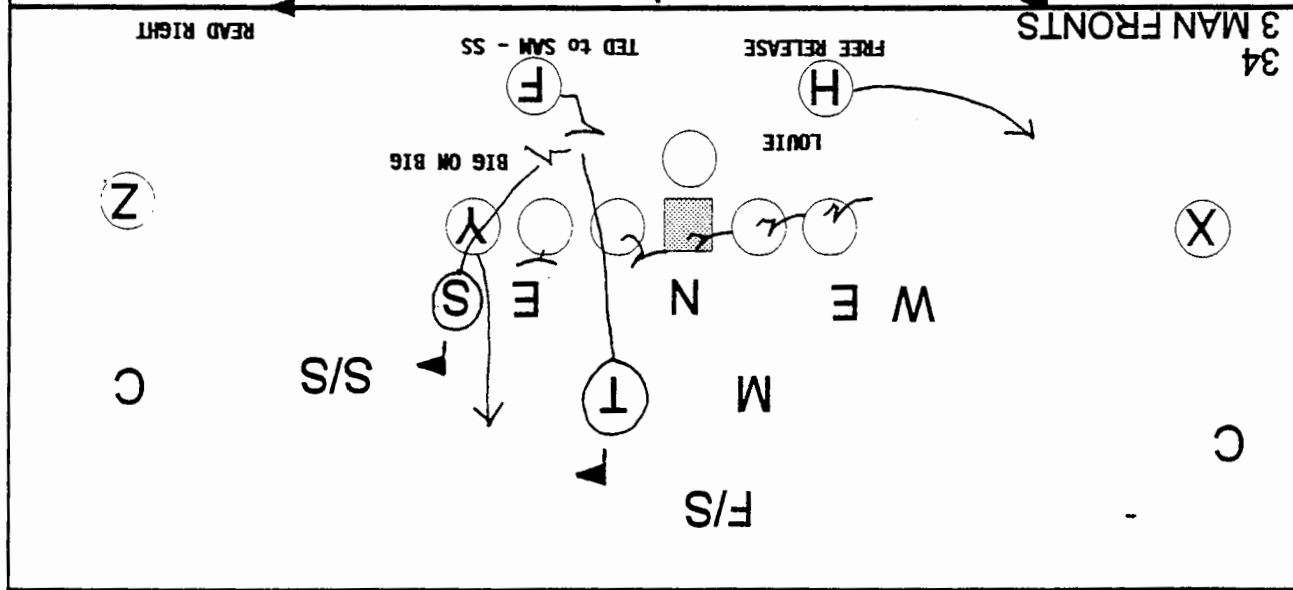
responsible for the strong bump LB to end man.

C.) QB throw Q vs. 2 blitzers strongside.

Read Protection



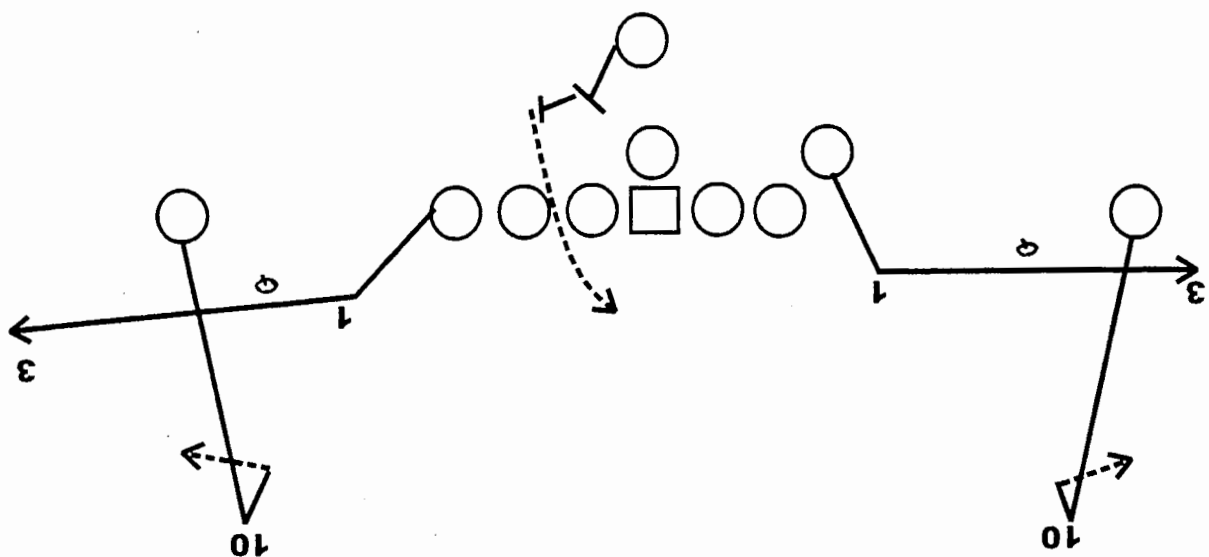
Read Protection



MIAMI DOLPHINS - OFFENSE

DOUBLE RT.
READ RT. 414 PIVOT

Weak
Split
Double



X OUTSIDE 4 ROUTE (CAN PIVOT OUT) VS INSIDE PRESS = 9 RTE

Y INSIDE 1 ROUTE (ALERT PUMP CALL) (Q)

Z OUTSIDE 4 ROUTE (CAN PIVOT OUT) VS INSIDE PRESS = 9 RTE

FB FREE RELEASE = FLAT (ALERT SHOOT CALL)

HB DOUBLE READ N/T CHECK DOWN

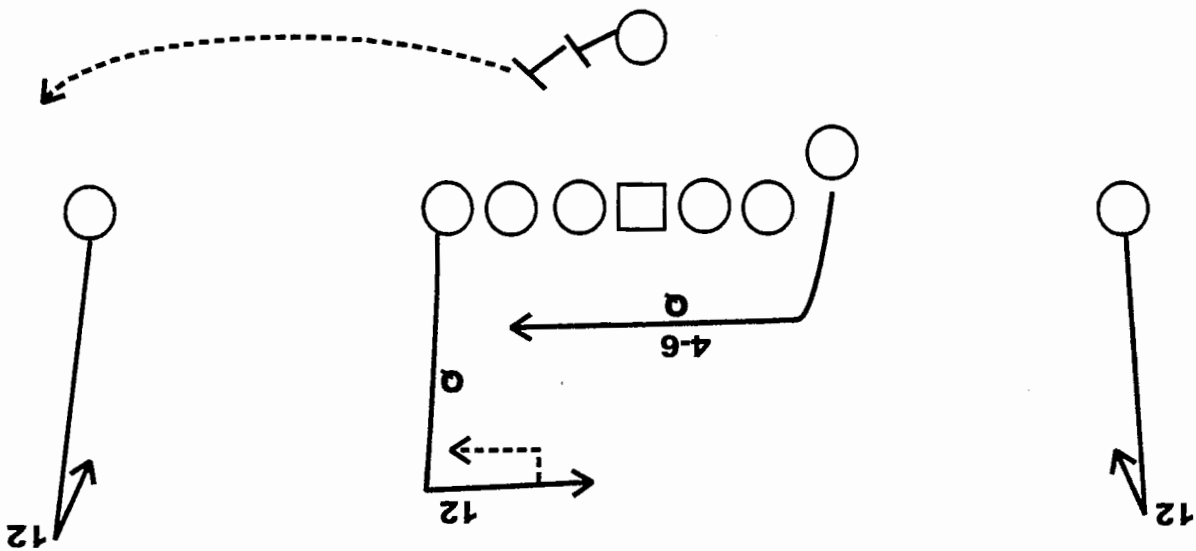
QB QUICK 5 STEP DROP: TAKE SIDE AWAY FROM DROP OF MIKE LB.
THINK FLAT FIRST N/T PIVOT. (CAN CALL SHOOT or PUMP)

NOTES

MIAMI DOLPHINS - OFFENSE

DOUBLE RT.
READ RT. 464 CROSS/WIDE

**Double
Deuce
Weak**



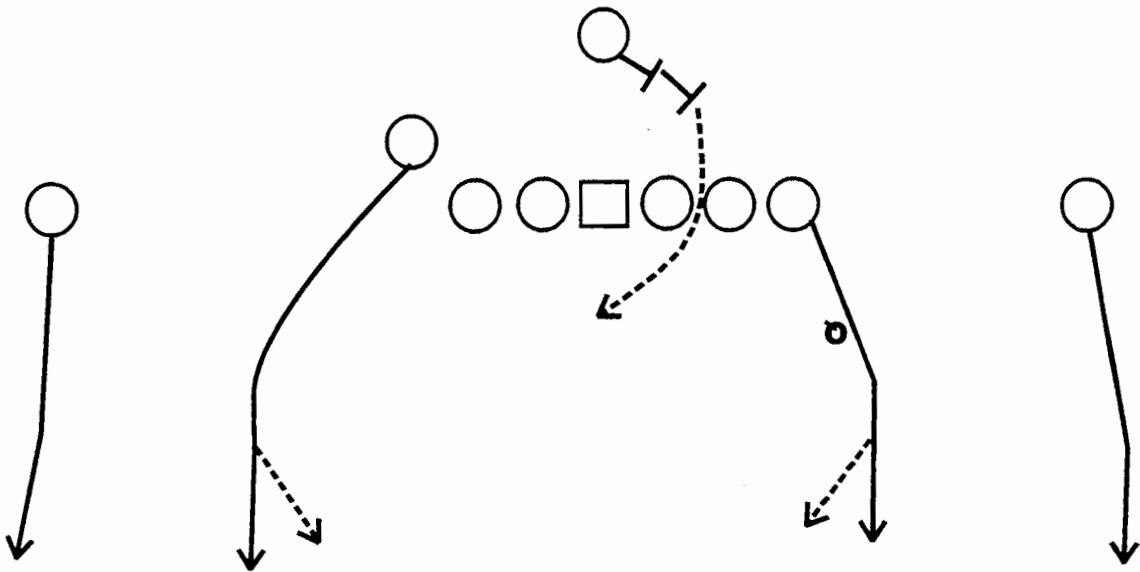
QB	5 STEP DROP: X or Z vs M/M. ZONE WORK STRETCH BETWEEN Y/FB N/T HB. ALERT FB/Y vs STRONG BLITZ.
HB	DOUBLE READ N/T WIDE
FB	FREE RELEASE - CROSS (a)
Z	OUTSIDE 4 ROUTE
Y	INSIDE 6 ROUTE (a)
X	OUTSIDE 4 ROUTE

NOTES

MIAMI DOLPHINS - OFFENSE

DOUBLE LT.
READ LT. 999 SEAM/CHECK

Double
Deuce



X	OUTSIDE 9 ROUTE
Y	INSIDE 9 ROUTE (q) (LANDMARK TOP OF NUMBERS)
Z	OUTSIDE 9 ROUTE
FB	FREE RELEASE - SEAM (LANDMARK TOP OF NUMBERS)
HB	DOUBLE READ N/T CHECK DOWN OR DART
QB	5 STEP DROP: Vs 3 DEEP READ W/S PICK A SIDE. COV 2 WORK STRETCH STRONG or WEAK.

NOTES

Slide Protection

<u>ITEM</u>	<u>PAGE</u>
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Slide Protection	1-3
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Slide Rt 48 Check/Shoot	4
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Deep Slide 58 Check Option	5
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<u>Slide Protection Slot</u>	
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Slide Lt 72 China Check Flat	6
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Deep Slide Rt 85 Option Check	7
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SLIDE PROTECTION

7 Man Protection – 5 Step Drop

FB/HB:

4 Man line = Mike to S/S.
3 Man line = Ted to S/S. N/T Route
Triple Look = Center call "Triple-Triple" Responsible for
weaksides "Bump" LB to S/S.

HB/FB:

Free release. Route.

Y:

Man block #3 (Solid).

LINE:

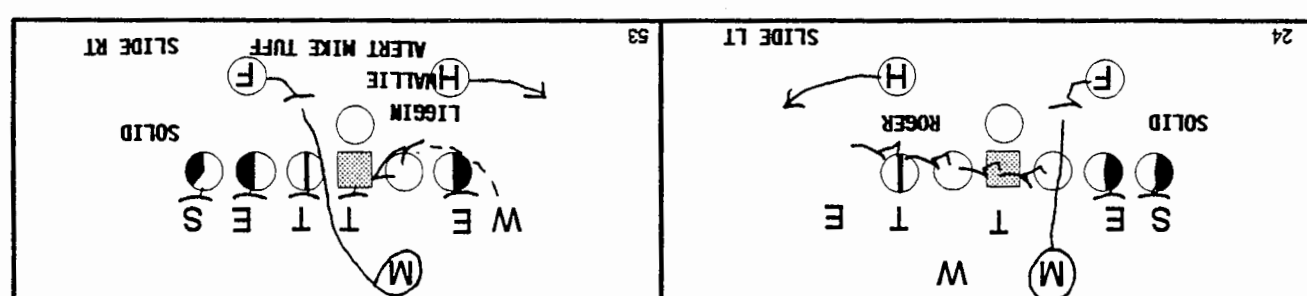
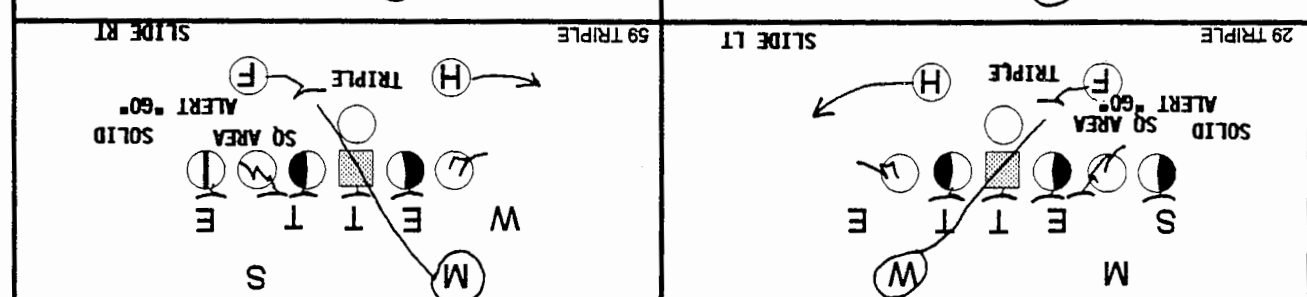
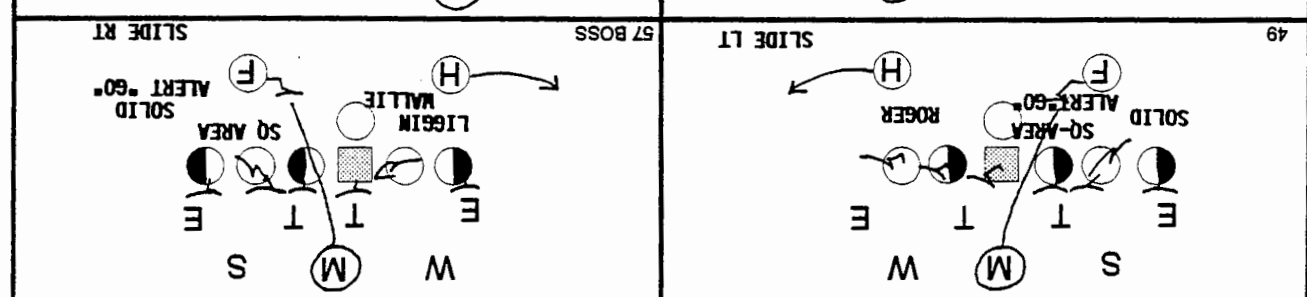
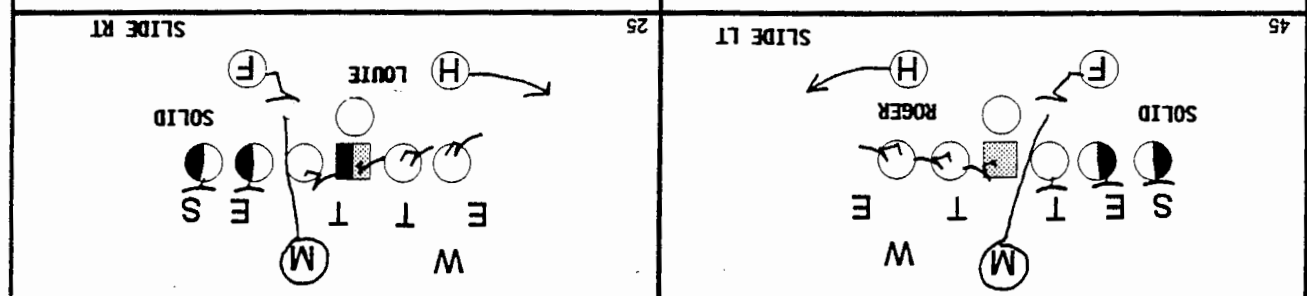
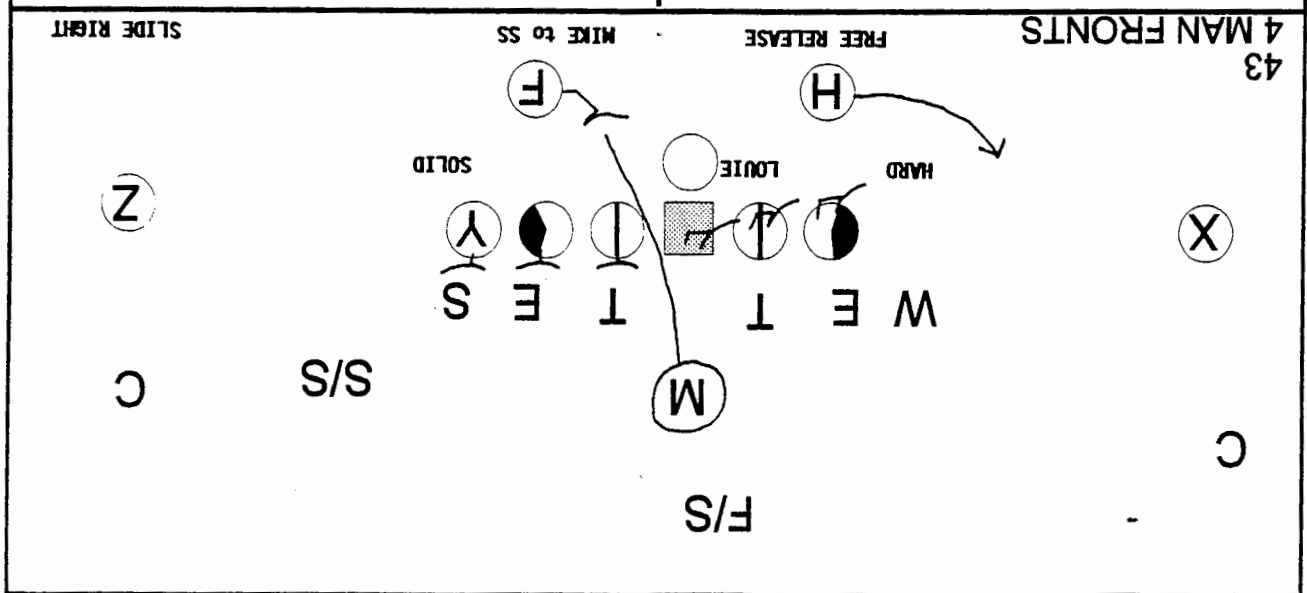
7 Man Protection : Slide away from protection called.

A.) 4 Man line- Onside Guard and Tackle "Solid".
Onside Guard covered by a LB start the slide.
Onside Tackle if covered by a LB, Squeeze Area call.
Work back out to help Y. Alert Go call.
B.) 3 Man line- any strongside reduction treat like a 4 man
line. Onside Tackle, if covered by LB, Squeeze Area
call.
C.) Triple look – Centers call, "Triple-Triple". Onside
Tackle; if #2 is LB make Squeeze Area call.
D.) Over Look – Off Guard "Wallie", take Mike if in Tuff
otherwise look to Will.Vs, Over Boss- Rigglin/Liggin
"Wallie".

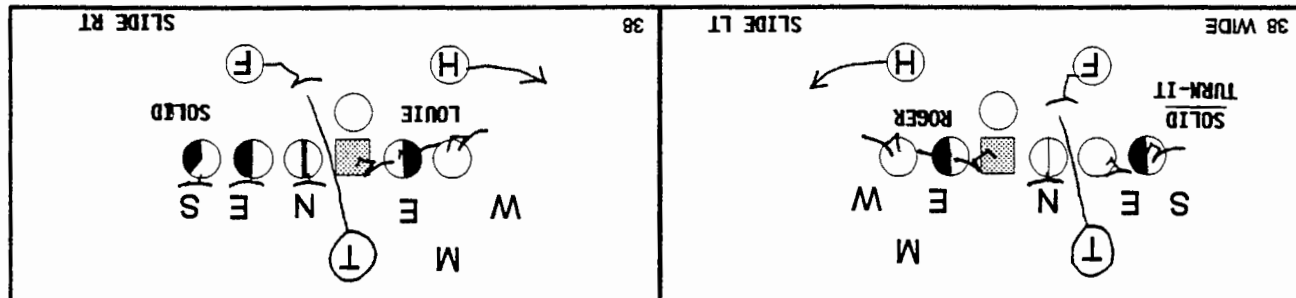
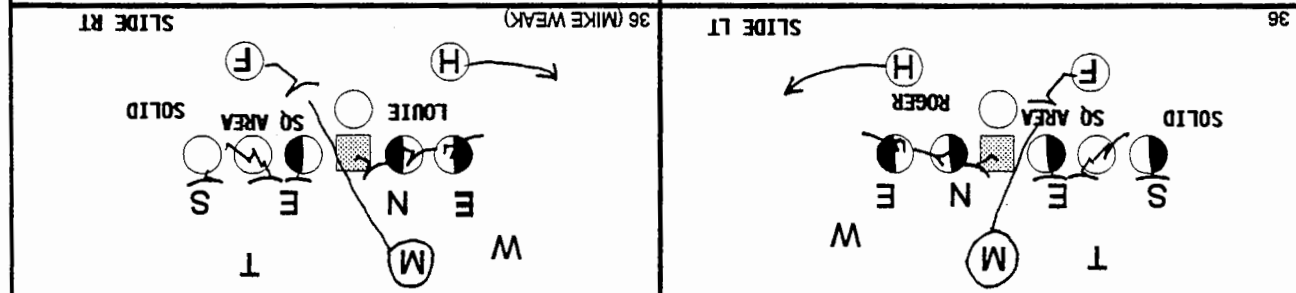
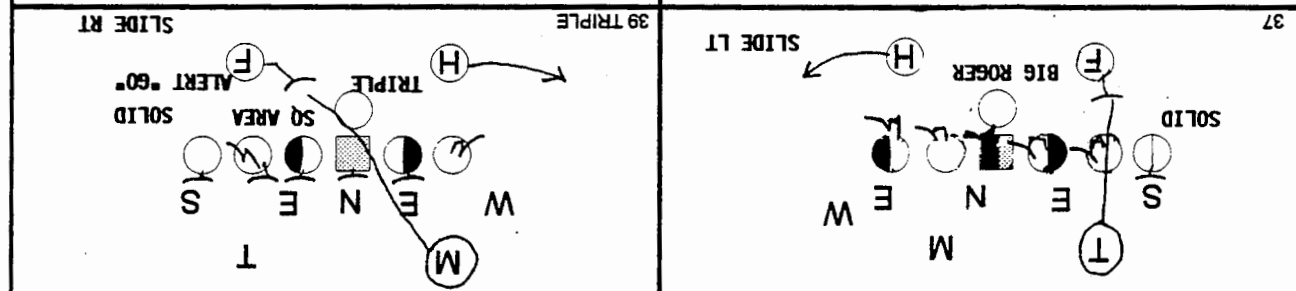
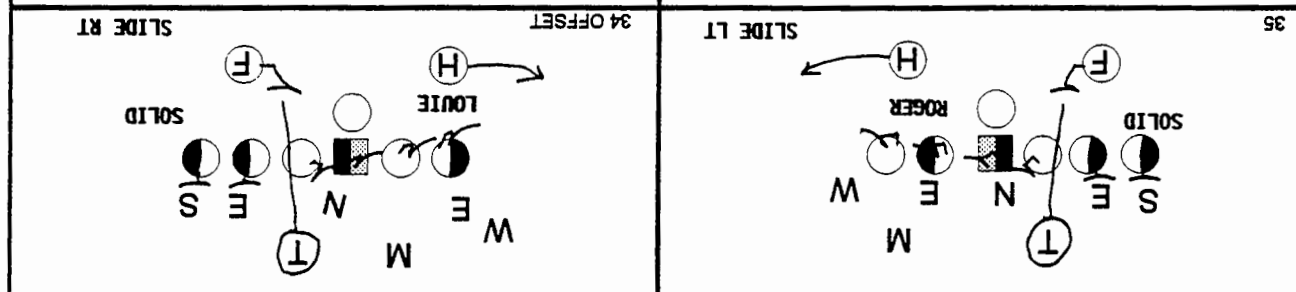
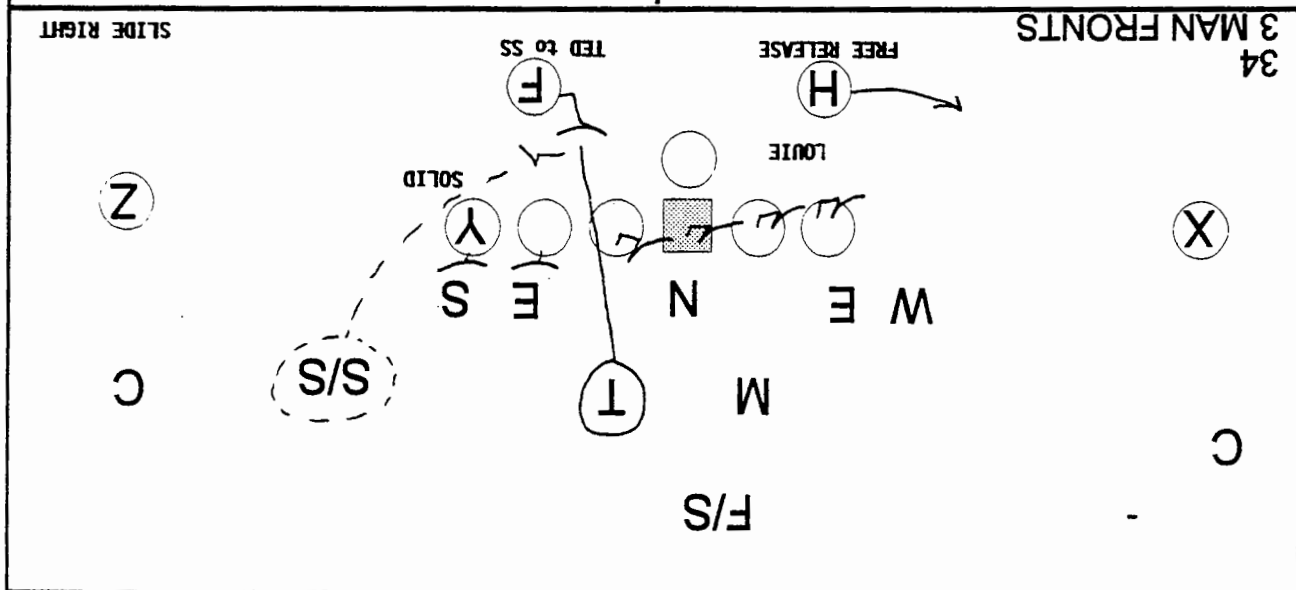
Protection Notes:

A.) Can gameplan vs Triple looks, Big Roger or Big
Louie, Onside Tackle starts the slide. FB/HB
responsible for strong "Bump" LB to S/S.
B.) QB adds "deep" to protection call = 7 step drop.
Ex. "Slide Right Deep 58 Check Option."

Slide Protection



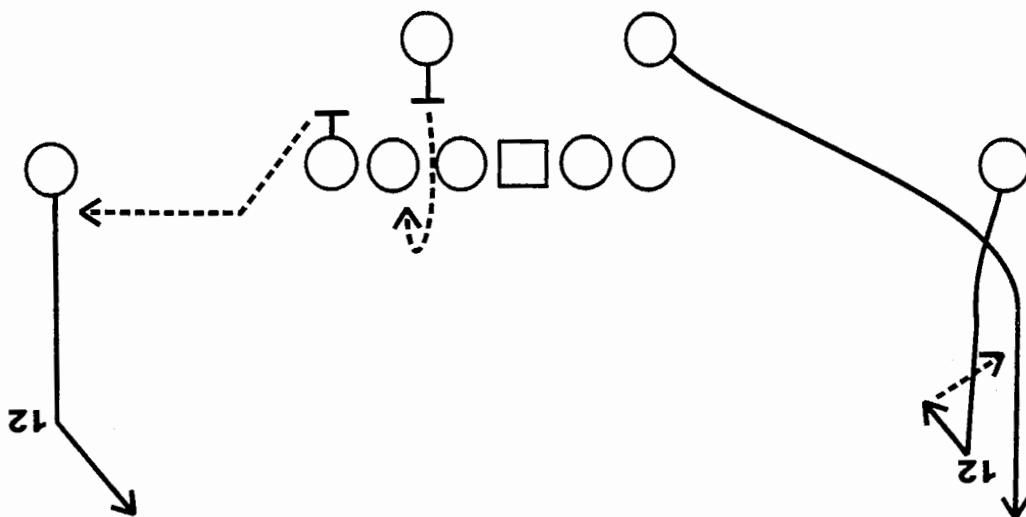
Slide Protection



MIAMI DOLPHINS - OFFENSE

SPLIT RT.
SLIDE RT. 48 CHECK/SHOOT

Split
Weak
Double



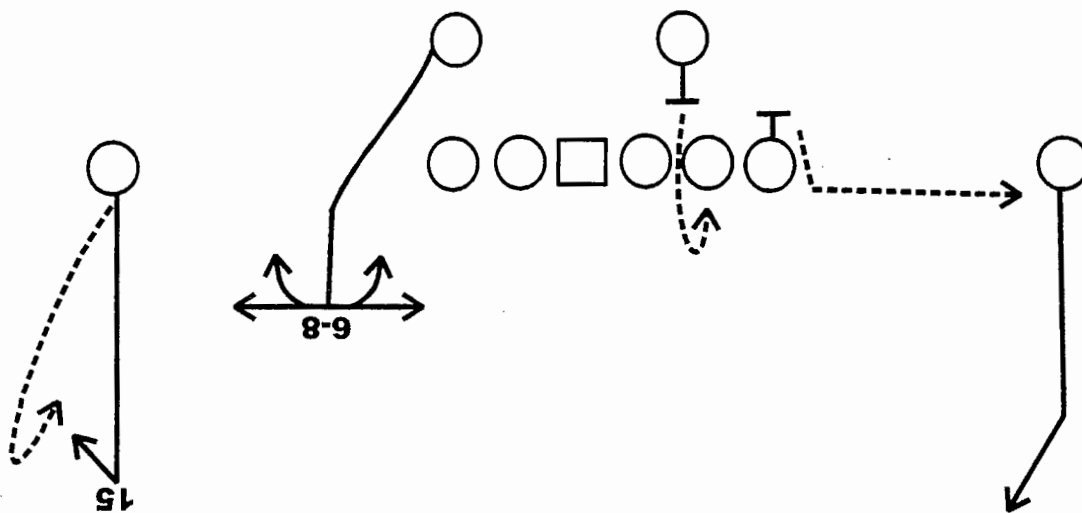
X	OUTSIDE 4 ROUTE
Y	SLOW CHECK FLAT
Z	OUTSIDE 8 ROUTE "LOOK"
FB	CHECK MIKE N/T CHECK DOWN
HB	FREE RELEASE - SHOOT
QB	5 STEP DROP: Z VS 3 DEEP N/T WORK HB TO X.

NOTES

MIAMI DOLPHINS - OFFENSE

DEEP SLIDE LT. 58 CHECK/OPTION

Spit Weak Double



QB	7 STEP DROP: LOOK TO HB OPTION TO X. NOBODY IN MIDDLE LOOK FOR POST.
HB	FREE RELEASE - OPTION
FB	CHECK MIKE N/T CHECK DOWN
Z	OUTSIDE 8 ROUTE
Y	SLOW CHECK FLAT
X	OUTSIDE 5 ROUTE (OUTSIDE ROTATION - RUN 5)

NOTES

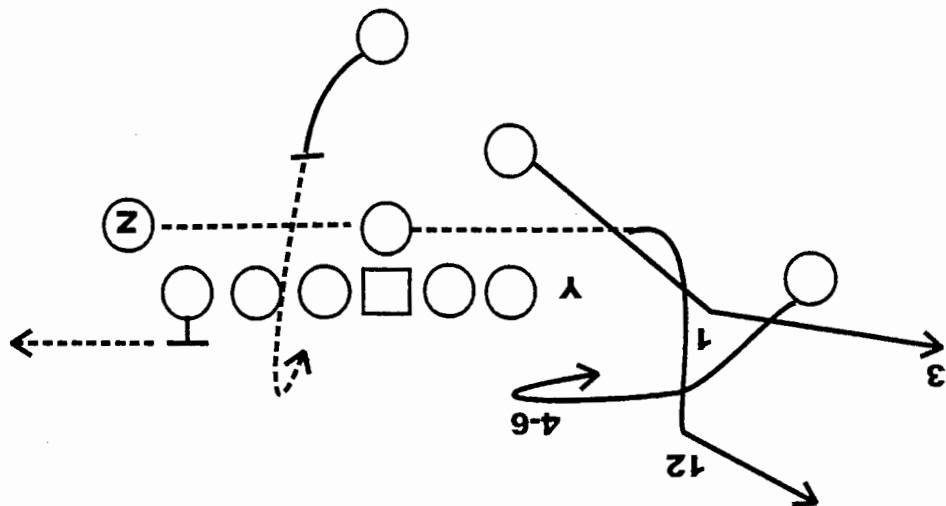
Slide Protection Slot

Section 11

MIAMI DOLPHINS - OFFENSE

WEAK RT - ED LT

SLIDE RT. 72 CHINA/FLAT



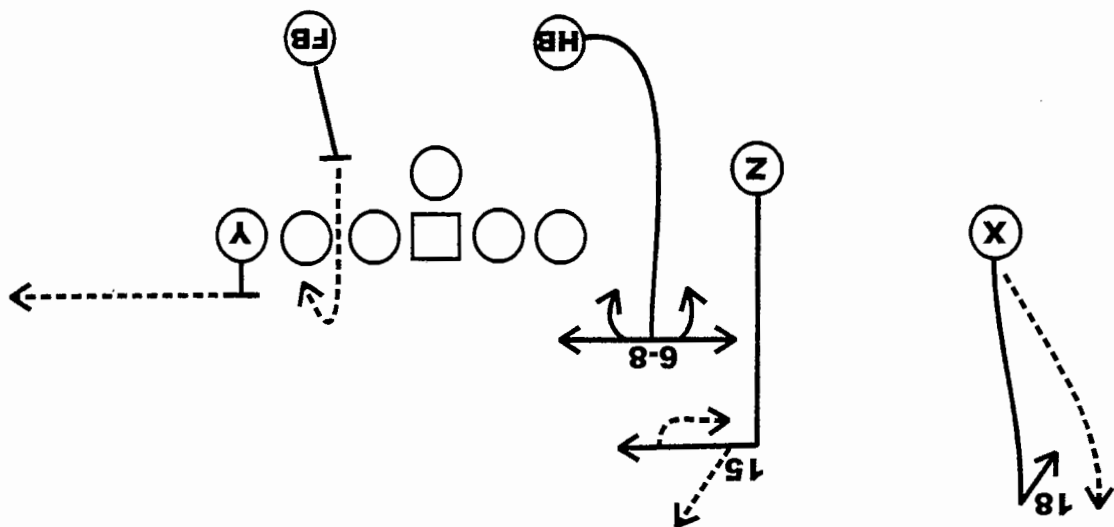
QB	5 STEP DROP: FB RIGHT NOW N/T Z to X
HB	CHECK MIKE N/T CHECK DOWN
FB	FREE RELEASE - FLAT
Z	INSIDE 7 ROUTE
Y	SLOW BLOCK #3 N/T CHECK FLAT
X	OUTSIDE 2 CHINA ROUTE (CUT DOWN SPLIT)

NOTES

MIAMI DOLPHINS - OFFENSE

Split
Weak
Double

SPLIT RIGHT SLOT
DEEP SLIDE RT. 85 CHECK/OPTION



X OUTSIDE 5 ROUTE (OUTSIDE ROTATION RUN TAKEOFF)

Y

SLOW BLOCK #3 N/T FLAT

Z

INSIDE 8 ROUTE

FB

CHECK MIKE N/T CHECK DOWN

HB

FREE RELEASE - OPTION

QB

7 STEP DROP: HB OPTION TO X ON 5 ROUTE
WEAK ROTATION Z TO HB N/T CHECK DOWN

NOTES

Solid Protection

<u>ITEM</u>	<u>PAGE</u>
Solid Protection	1-3
Deep Solid Rt 79 Flat/Check	4
Deep Solid Rt 98 Corner Flat	5

SOLID PROTECTION 7 Man Protection – 5 Step Drop

FB/HB: Block Will to Free Safety to Weak Corner. N/T Route.

HB/FB: Free release. Route.

Y: Man Block #3 (Slow). Note: Alert **Swoop** vs. S/S blitz inside. **Blast** vs #3 and #4 from outside.

LINE:

7 Man Protection
 Protection call side vs 3 or 4 man line; man block #1-man block #2 (Solid).
 Vs. a 'T' bubble to protection call side, the onside blocking scheme is a **Squeeze Area** call. Off Guard and Off Tackle block Big on Big.
 3 Man Line- **Riggin** or **Liggin** strong. Offside Guard open out.
 Note: Can game plan **Fan** weak vs a 3/4 front. Any weakside reduction will be treated as a 4 man line (big on big).
 A.) Center responsible for identifying Mike(#0).
Riggin/Liggin calls used vs an over or under fronts. If covered by LB, **Even Middle** call.
 When uncovered RT/LT Swap, **Roger** or **Louie** calls made.
 Vs. Over front with Backers over strong (BOS), **Riggin** and **Liggin Swap** calls used.

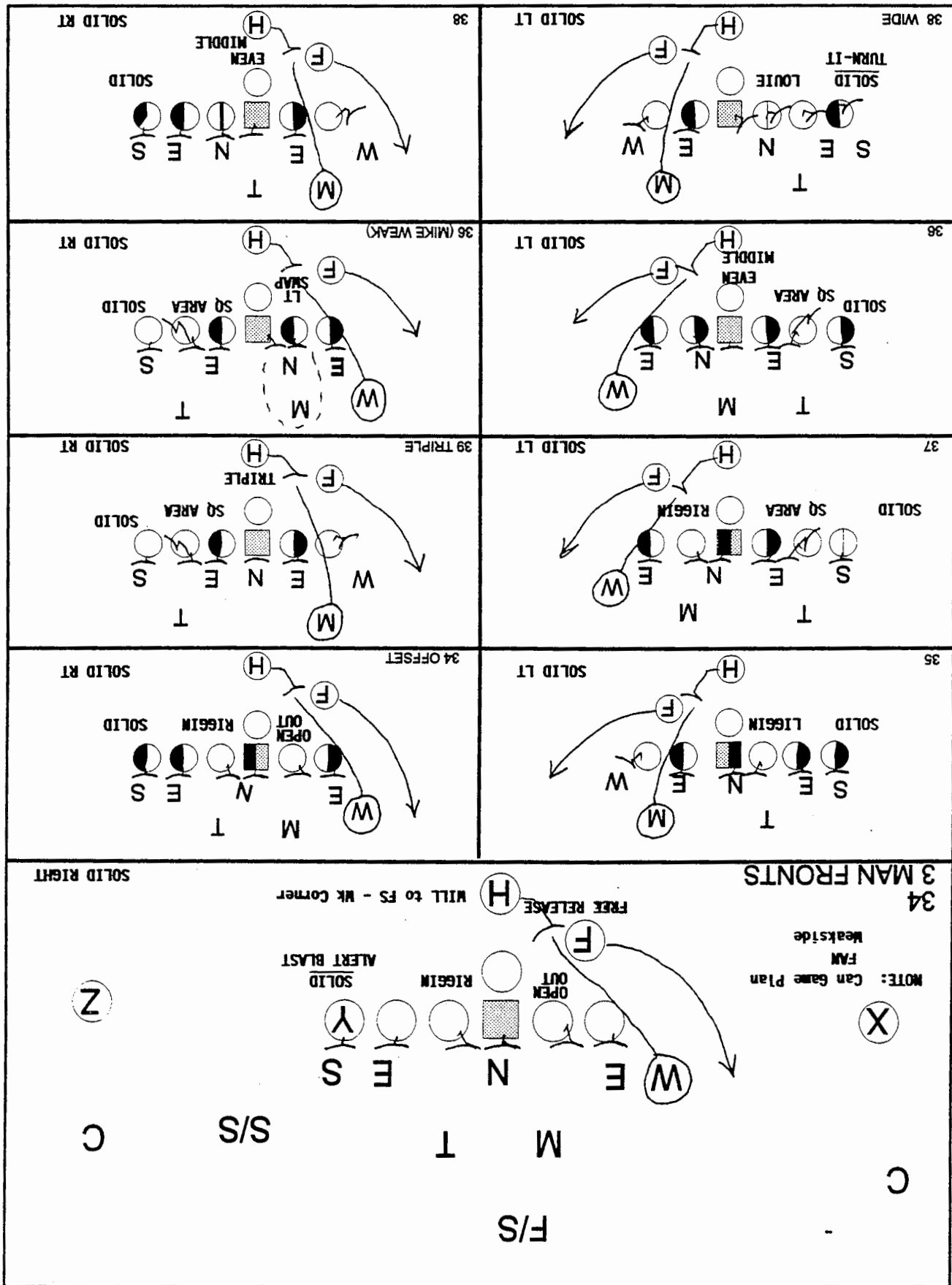
Protection Notes:

A.) QB adds "deep" to protection call = 7 step drop. Ex. "Deep Solid Right 98 Corner Flat."
 B.) vs 3 Man Line, **Fan** call is game planned. Offside tackle , if Will LBer walked or out, make **Solid** call. FB/HB blocks Will LB.

2



Solid Protection



WEAK RIGHT SLOT
DEEP SOLID RT. 79 FLAT/CHECK



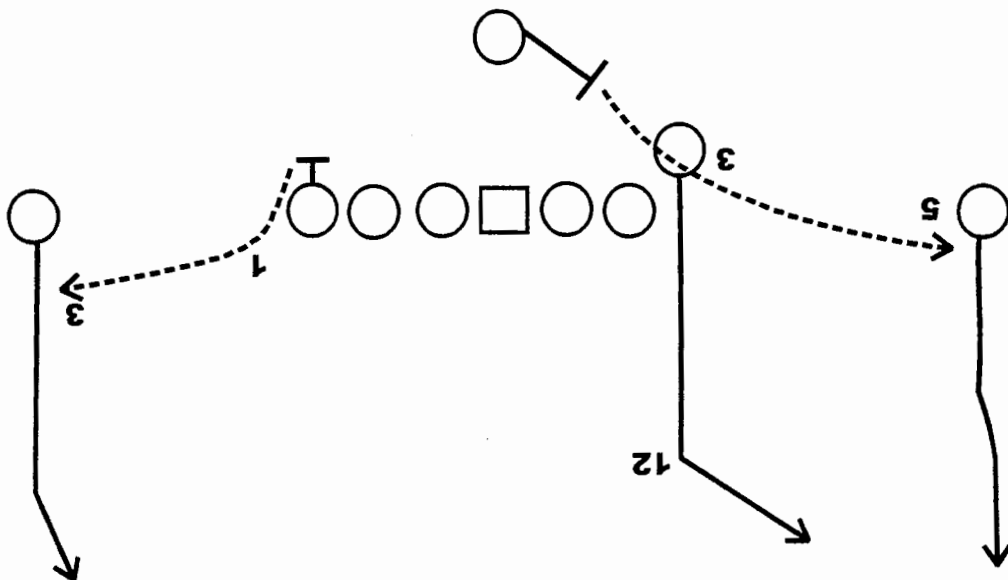
7 STEP DROP: WORK STRETCH X to Z to FB

4

MIAMI DOLPHINS - OFFENSE

**DOUBLE RT.
DEEP SOLID RT. 98 CORNER/FLAT**

**Double
Deuce
Weak**



X	OUTSIDE 9 ROUTE
Y	SLOW CHECK FLAT
Z	OUTSIDE 8 ROUTE
FB	FREE RELEASE - CORNER
HB	CHECK WILL N/T DEEP FLAT
QB	7 STEP DROP: WORK STRETCH OF X/FB/HB.

NOTES

Flood Protection

PAGE

1-3

4

Flood Protection

Flood Rt 424 Turn Wide

FLOOD PROTECTION

6 Man Protection - 5 Step Drop
(Weak Flare)

FB/HB: Block Will to Free Safety to Weak Corner. N/T = Route.

HB/FB: Free release. Route.

Y: Route.

LINE:

6 Man Protection

4 Man Line- Mike to it (Mollie, Collie, or Trollie).
3 Man Line- Mollie strong, Riggin or Liggin weakside.
Note: Can game plan Fan weak. Any strong or weakside reduction will be treated as a 4 man line (big on big).
A.) Center responsible for identifying Mike(#0).
If covered by LB, Even Collie Mike to it.
Uncovered RT/LT Collie, (may use Rt or Lt with a Read It).

Vs. any Over front, Riggin and Liggin calls will be used.

Vs. Over Boss (53,57) Riggin and Liggin Read It.
B.) Onside Guard, if covered by a LB, Mollie (Mike to it).
Otherwise Big on Big.

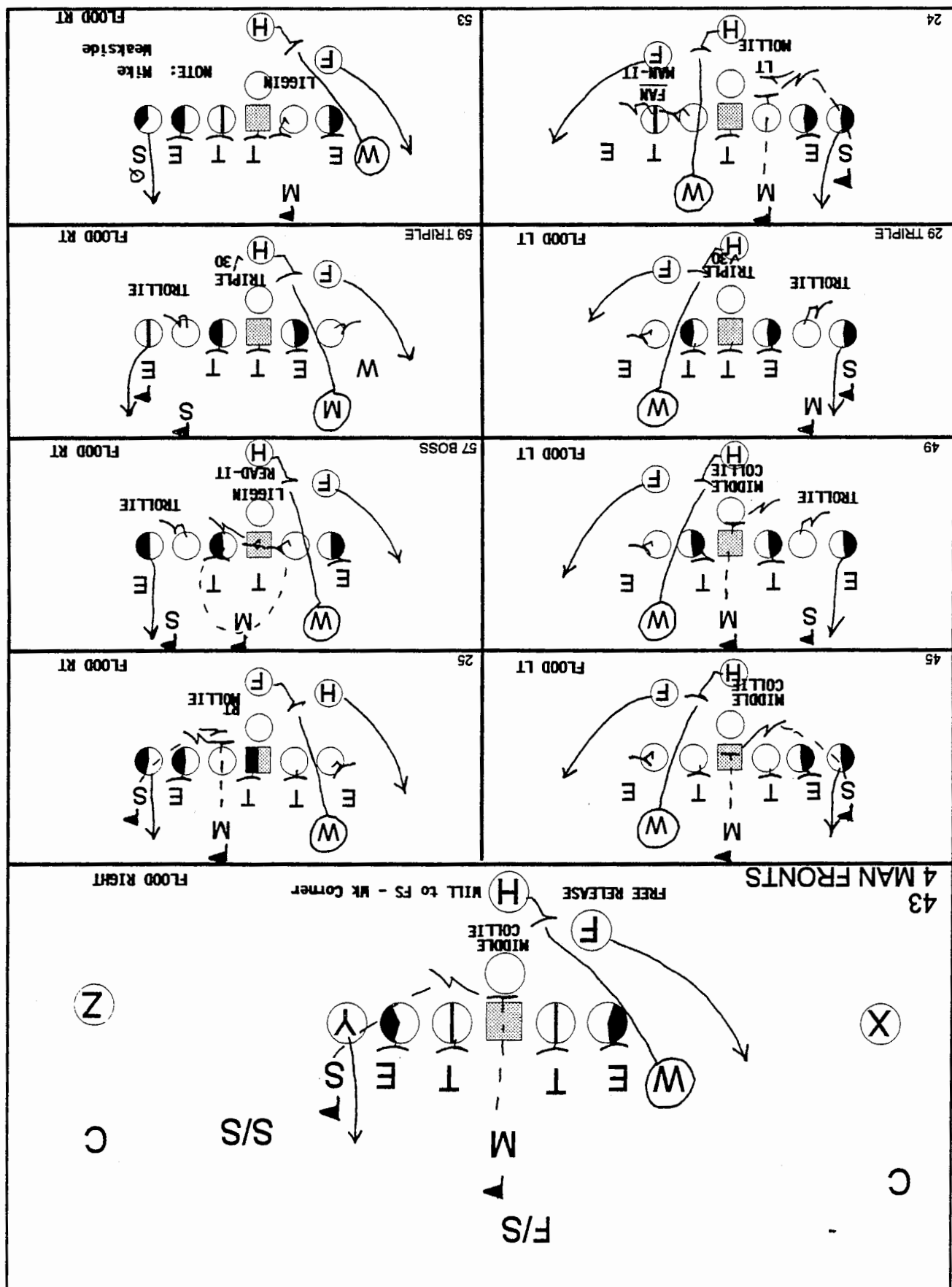
C.) Onside Tackle man block #2. If #2 is LB, Trollie. If LB stacked inside or walked up in either A or B gap Squeeze-It.

D.) Offside Guard and Tackle same as Base Protection (Big on Big). Note: Offside Guard alert "Heavy" call.

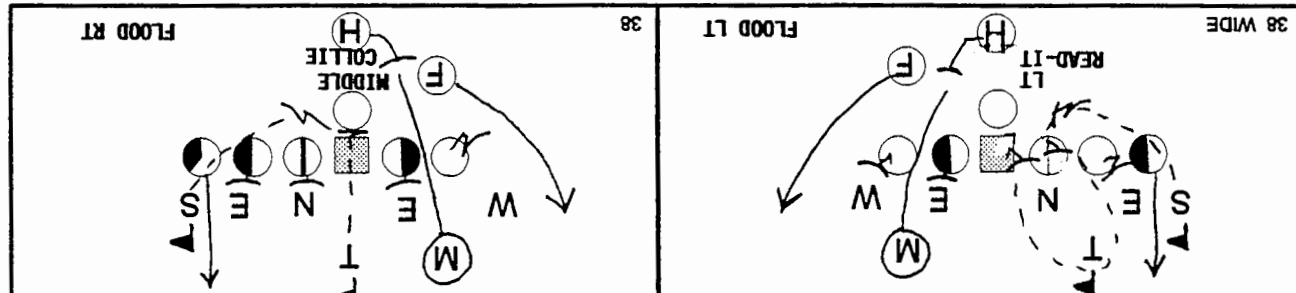
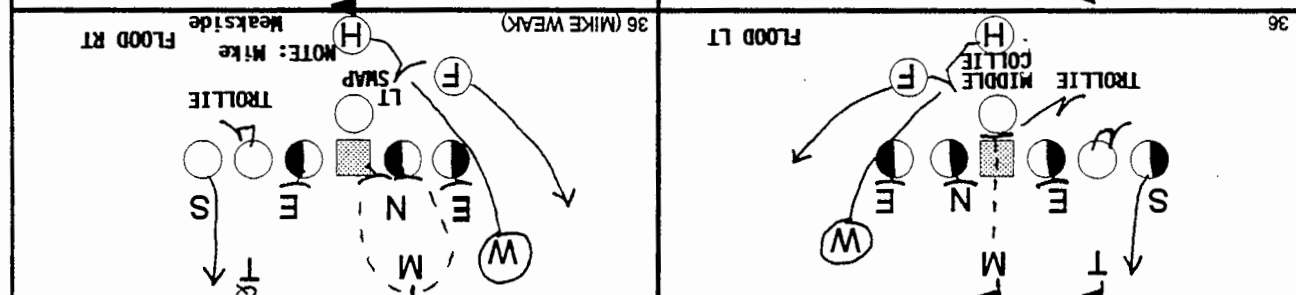
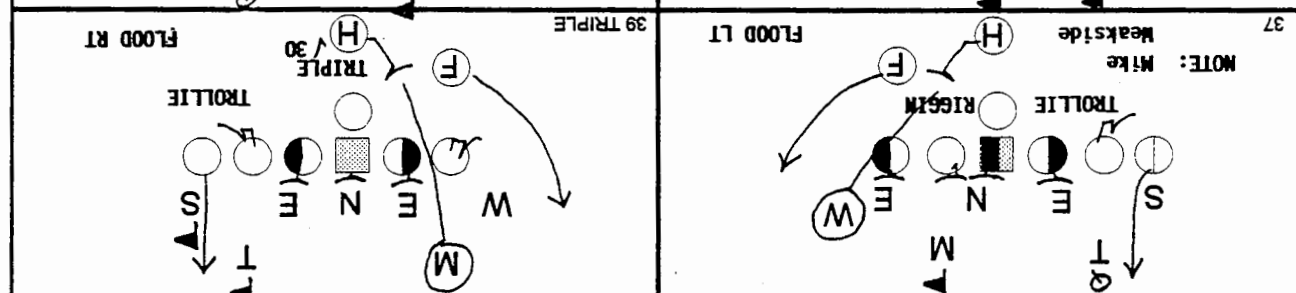
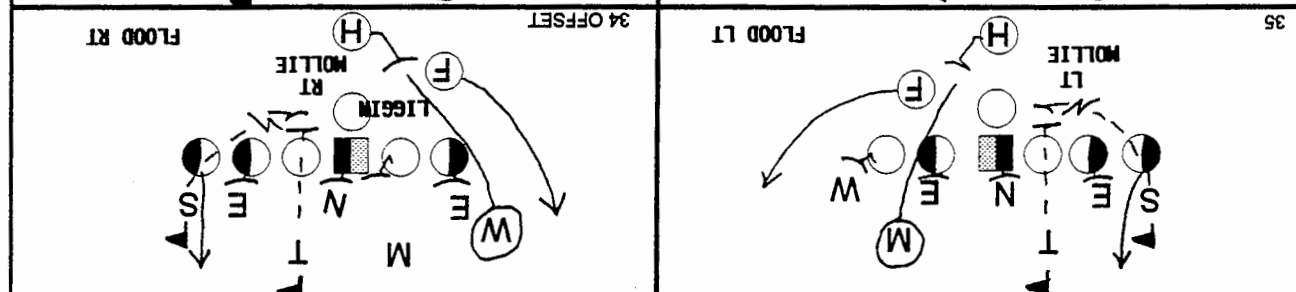
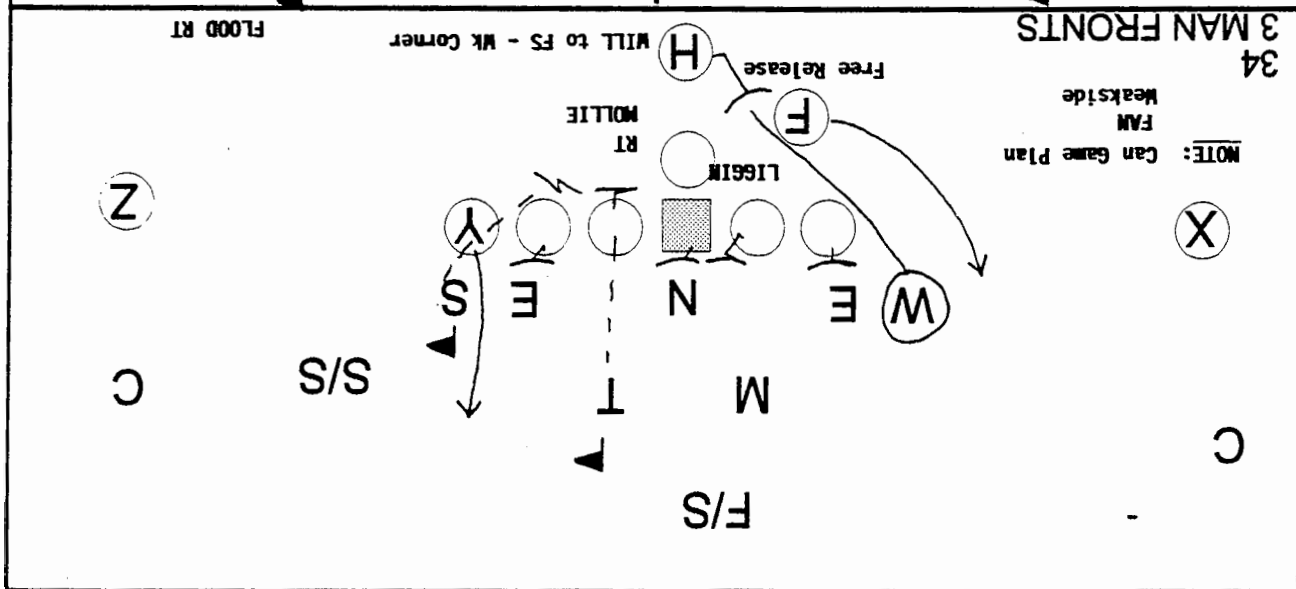
Protection Notes:

- A.) 4 Man line, Mike weak in 53 front, Liggin and Riggin calls used.
- B.) QB adds "Deep" to protection call = 7 step drop. Ex. "Deep Flood Right 424 Turn Out."
- C.) Vs. a 34 look: Can gameplan Fan Weakside.
- D.) QB throw Q vs 2 blitzers strongside.

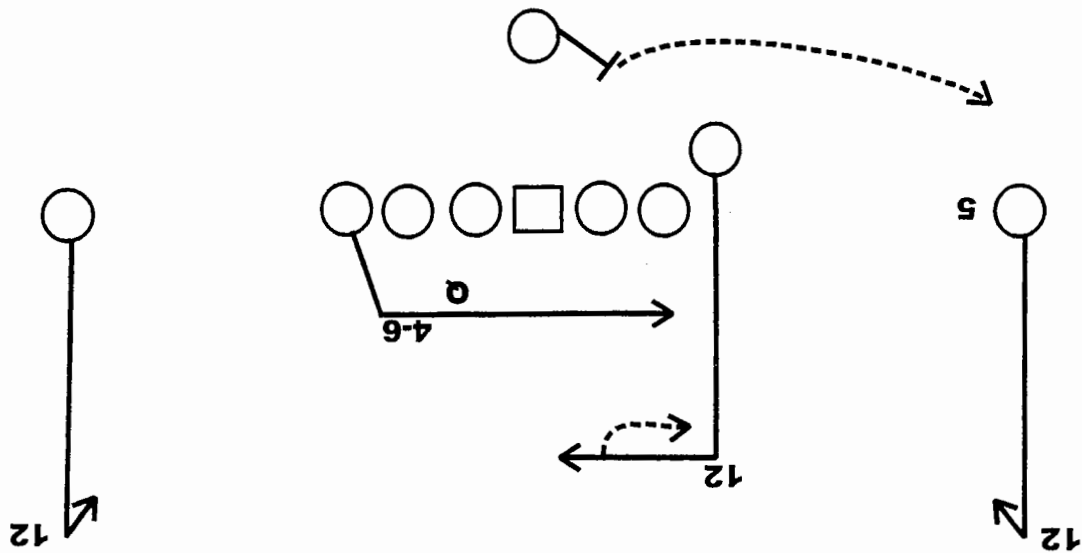
Flood Protection



Flood Protection



DOUBLE RT.
FLOOD RT. 424 TURN/WIDE

Double
Deuce

X	OUTSIDE 4 ROUTE
Y	INSIDE 2 ROUTE (a)
Z	OUTSIDE 4 ROUTE
FB	FREE RELEASE - 12 YD TURN (INSIDE 6 ROUTE)
HB	CHECK WILL - WIDE
QB	5 STEP DROP: VS M/M X or Z. ZONE WORK STRETCH BETWEEN FB/Y N/T HB. ALERT Y ON STRONG BLITZ.

NOTES

Max Protection

ITEM

Max Protection

PAGE

1-3

MAX PROTECTION

8 Man Protection - 5 Step Drop

FB/HB: Scan rule. Responsible for perimeter blocking. 1. S/S 2. F/S to Weak Corner Blitz

HB/FB: Block Will to Free Safety to Weak Corner. N/T Check Down.

Y: Man Block #3 (Slow).

LINE: 8 Man Protection

Protection call side vs 3 or 4 man line; man block #1-man block #2 (Solid).

Vs. a 'T' bubble to protection call side, the inside blocking scheme is a **Squeeze Area** call. Off Guard and Off Tackle block Big on Big.

3 Man Line- **Riggin** or **Liggin** strong. Offside Guard open out.

Note: Can game plan **Fan** weak vs a 34 front. Any weakside reduction will be treated as a 4 man line (big on big).

A.) Center responsible for identifying Mike(#0). **Riggin/Liggin** calls used vs an over or under fronts. If covered by LB, **Even Middle** call.

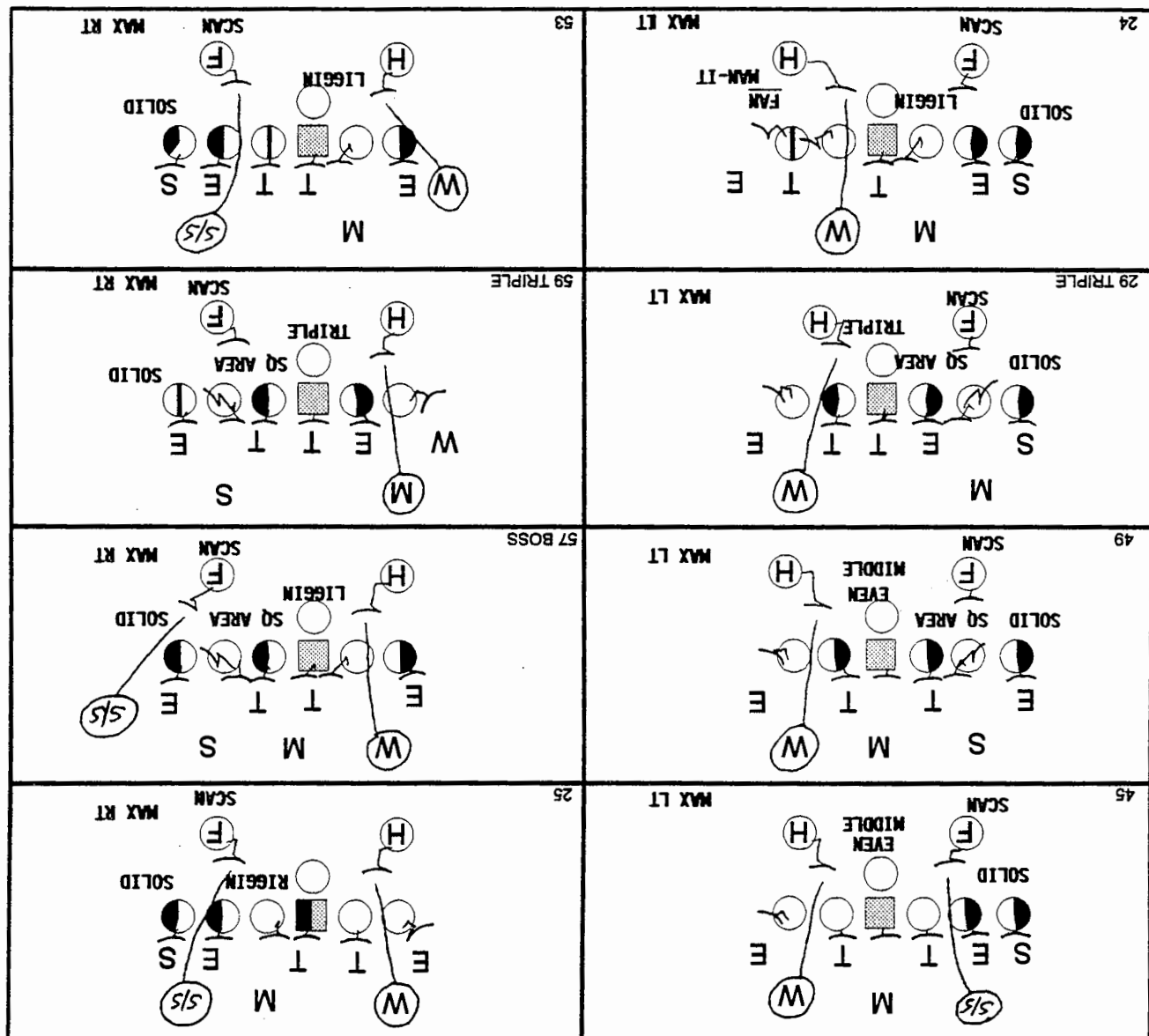
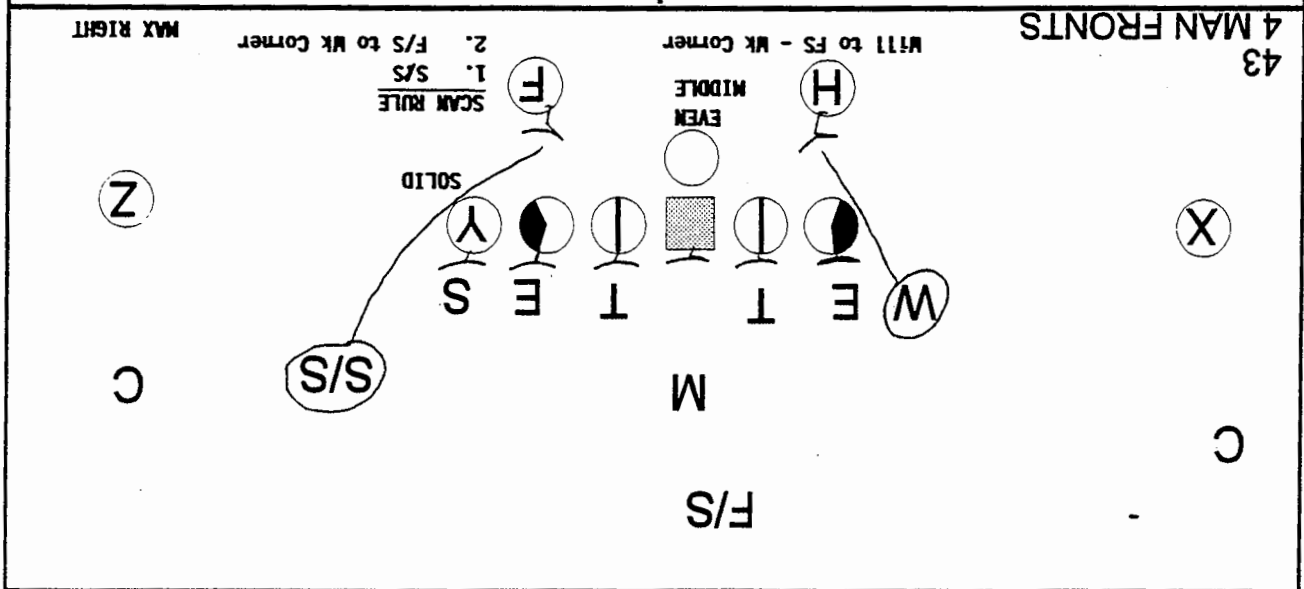
When uncovered RT/LT Swap, **Roger** or **Louie** calls made.

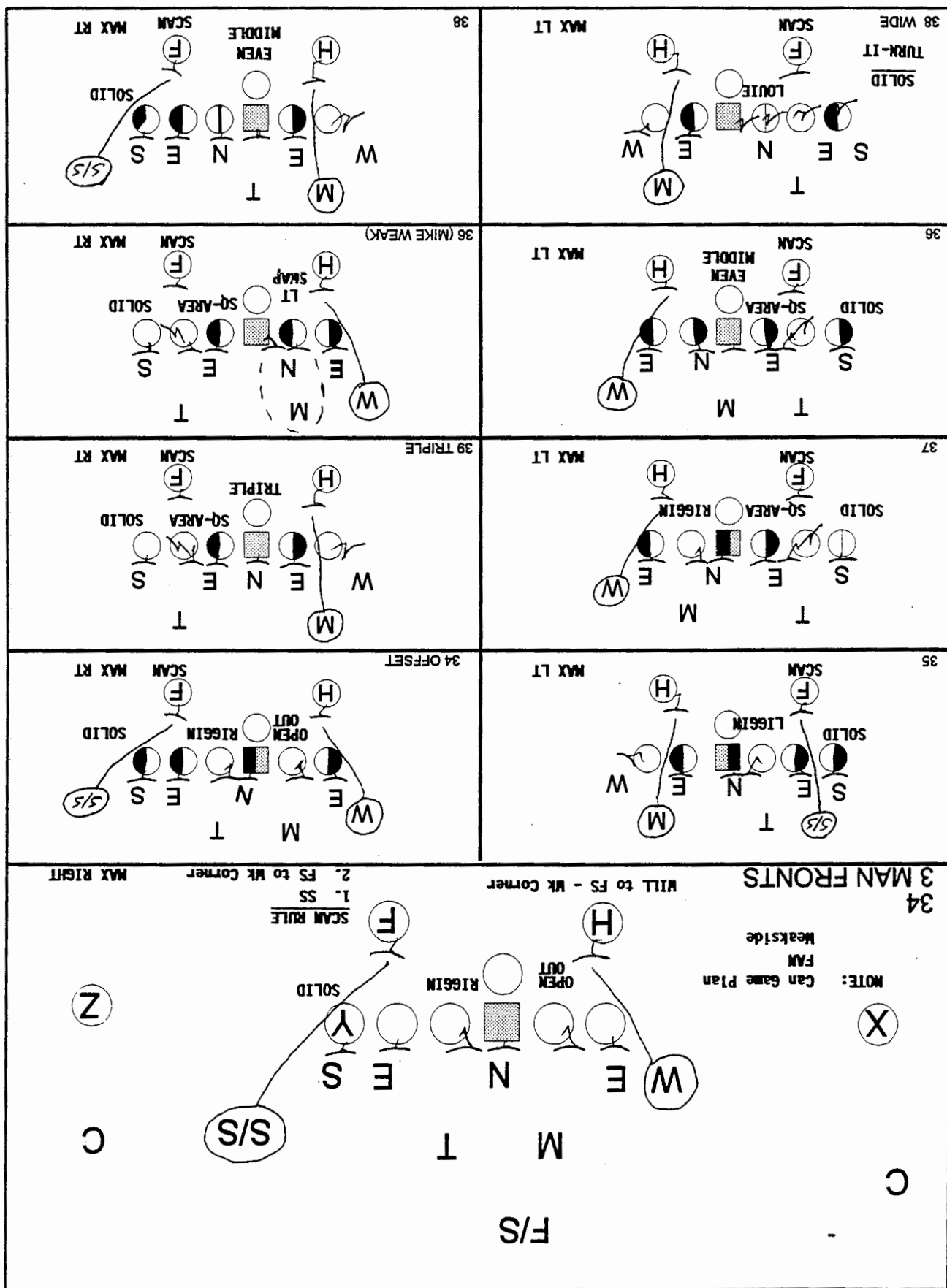
Vs. Over front with Backers over strong (BOS), **Riggin** and **Liggin Swap** calls used.

Protection Notes:

A.) Always a 5 step drop. Alert to be stout. B.) vs 3 Man Line, **Fan** call is game planned. Offside tackle, if Will LBer walked or out, make **Solid** call. FB/HB blocks Will LB.

Max Protection





Quick Protection

ITEM **PAGE**

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Quick Hot Rt 202 Back Flat	4
Quick hot Rt 712 Hook Wide (Slot)	5
Quick Hot Rt 712 Hook Wide (Z)	6
Quick Hot 141 Hitch (Empty)	7
Quick Hot 999 X Dart (Empty)	8
Quick Hot 939 X Dart (Empty)	9
Quick Flood Protection	10-12
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Quick Read Protection	14-16
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Quick Slide Protection	22-24
Quick Slide 21 Flat	25
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Quick Solid Protection	27-29
Quick Base Protection	30-32
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Quick Max Protection	34-36
Quick Max 33 (11)	37
Quick Max 19 (73) (Slot)	38

QUICK HOT/HOT PROTECTION

5 Man Protection - 3 Step Drop (Quick 5)

FB/HB: Free release. Route.

HB/FB: Free release. Route.

Y: Route.

LINE: 5 Man Protection- will include Double Mollies and Bump area reads. Will be used vs. 3 and 4 man lines and in nickel situations.

A.) Center covered by LB or uncovered, Mike to Will. Alert to make a **Tough** call vs a Mike walked up.

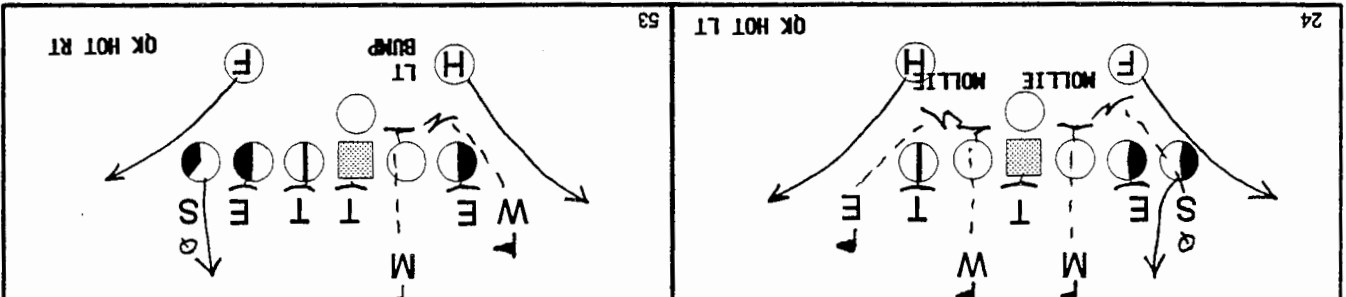
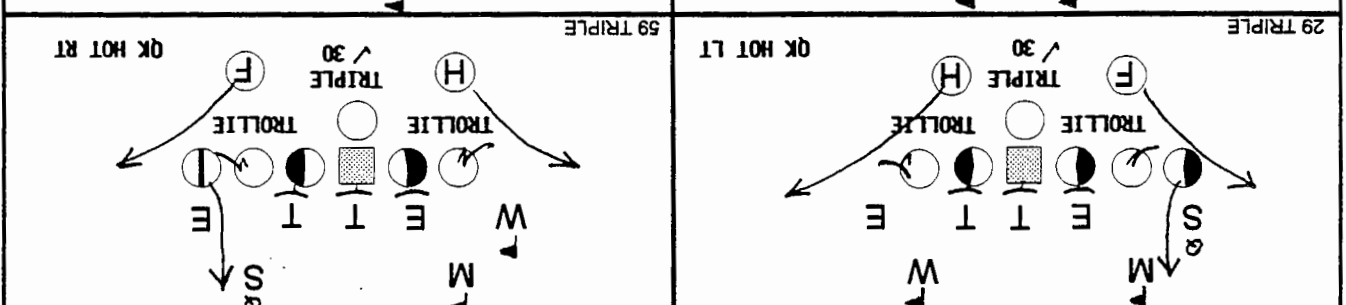
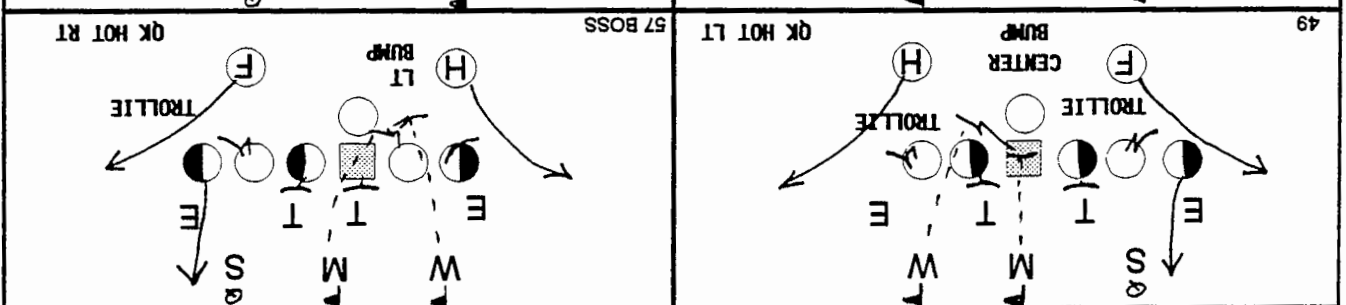
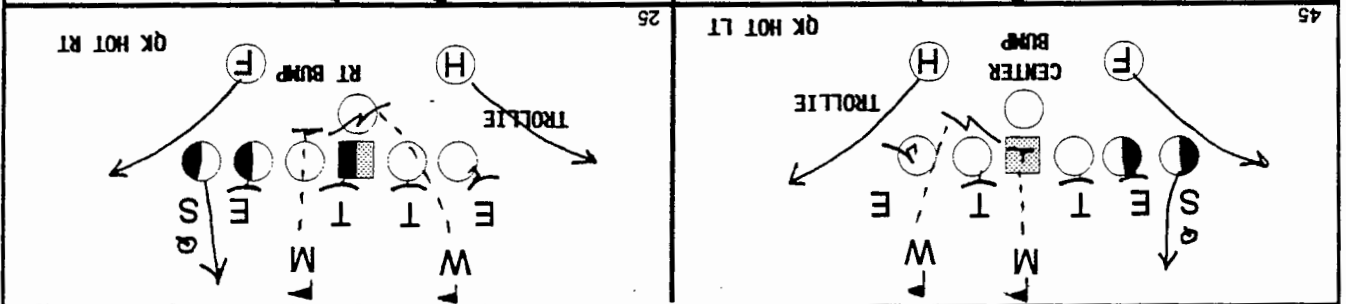
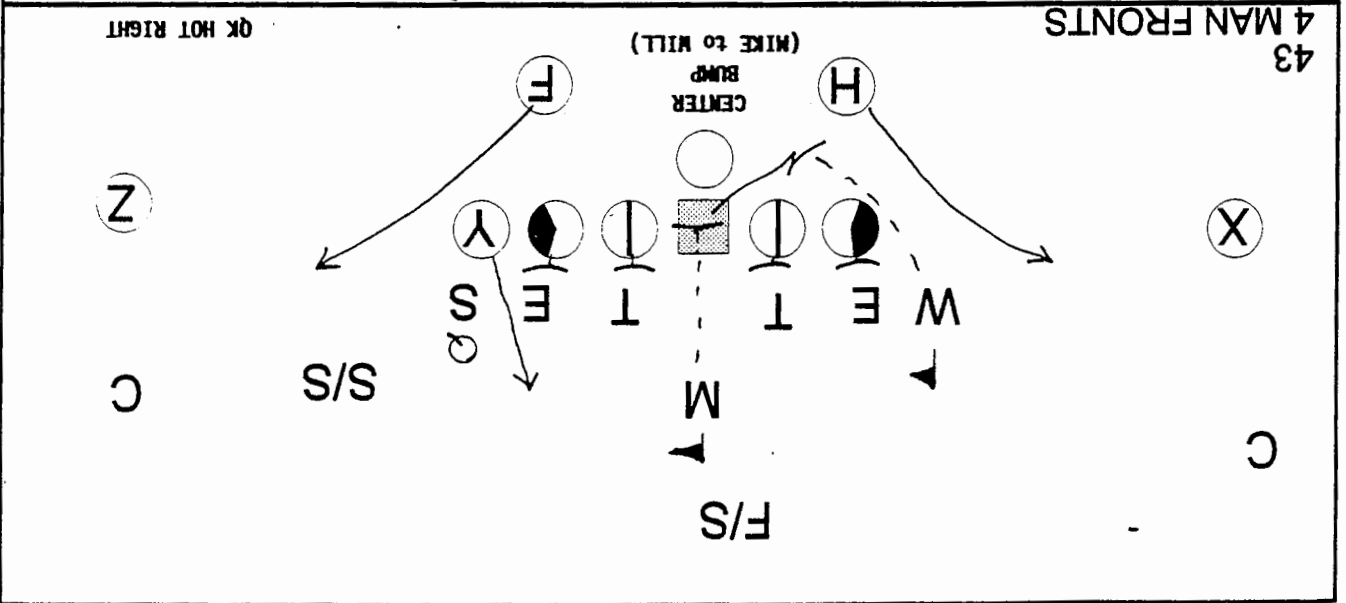
B.) Over or Under look- 1 LB - Center will make a **Mollie** to the uncovered Guard. Vs 2 Lbers and an under look, Center will make a **Bump** call to the uncovered lineman. The uncovered lineman will have a double read "Mike to Will". Center alert to make **Riggin** or **Liggin** Read-It vs Over Boss (Possible Axe).

C.) Vs. 34 front, **Double Mollie**. Note: flat angle- 3 step drop

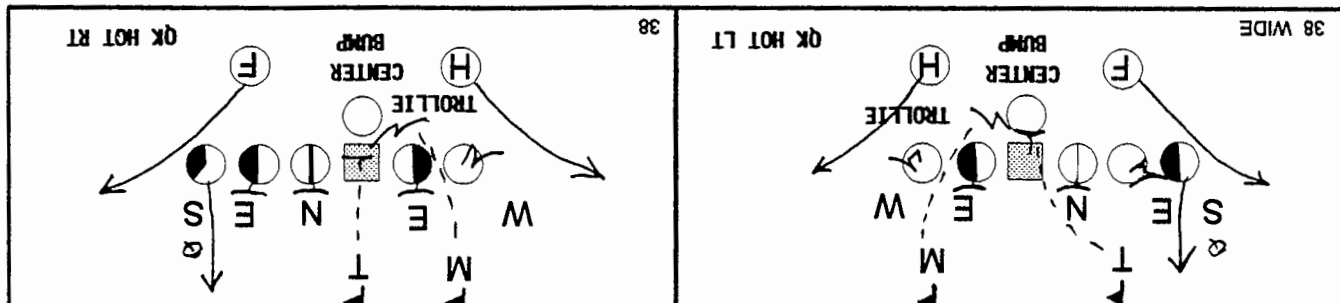
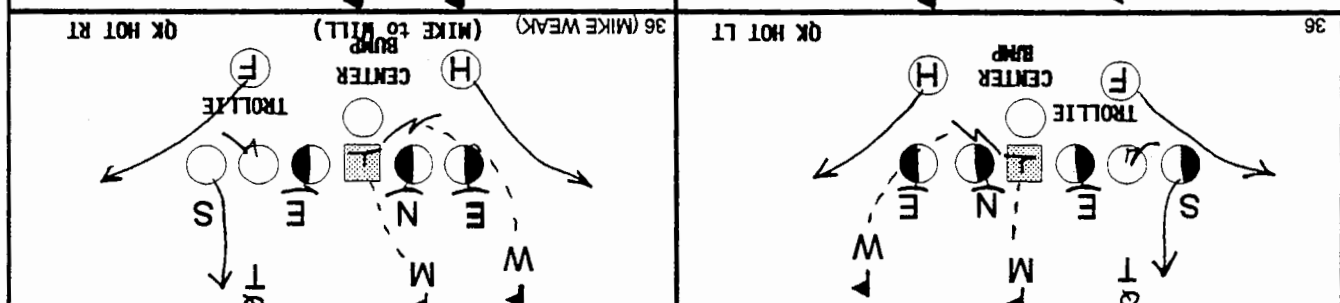
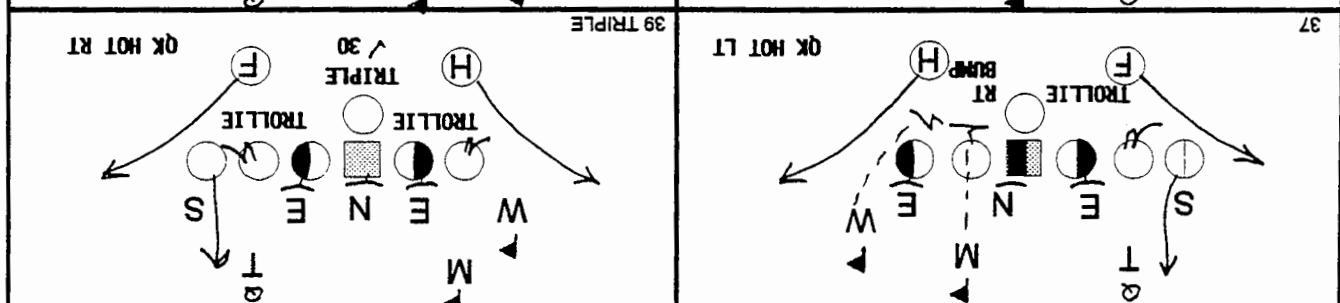
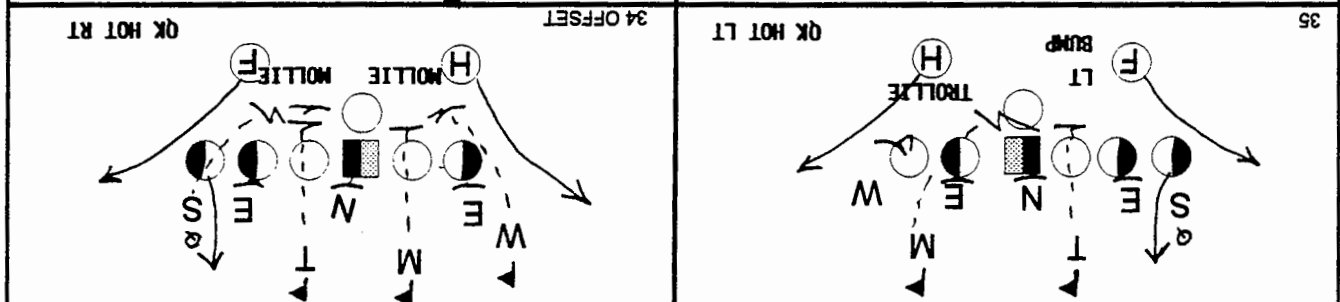
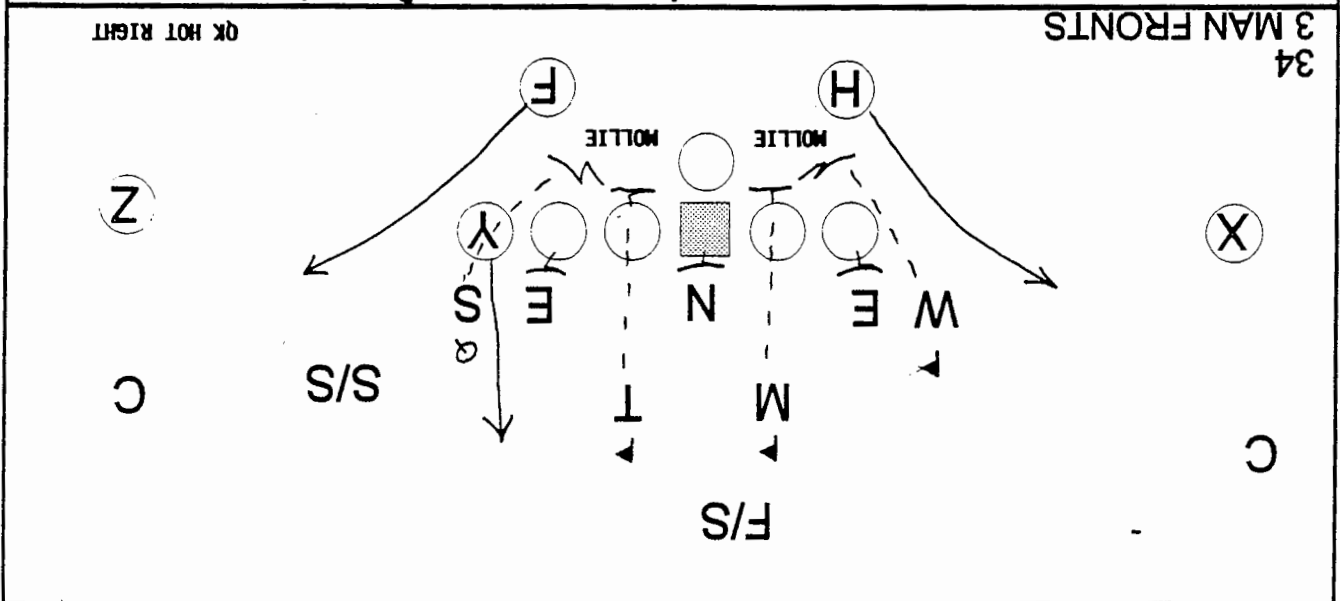
D.) Tackles- man block #2 to #3 (**Trolie**). If #2 is stacked inside or walked up in either A or B gap, **Squeeze-It** call.

E.) Vs. any Triple look: Alert twist and blitzes.

Quick Hot Protection



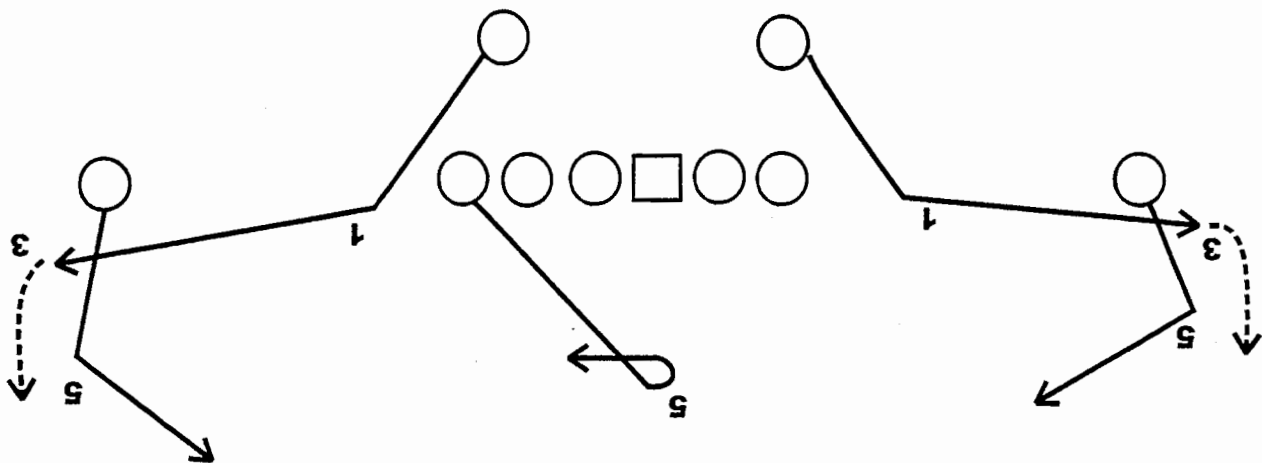
Quick Hot Protection



MIAMI DOLPHINS - OFFENSE

SPLIT RT.
QUICK HOT RT. 202 BACKS/FLAT

Split
Double
Trips



OUTSIDE 2 ROUTE

X

INSIDE ZERO ROUTE

Y

OUTSIDE 2 ROUTE

Z

FREE RELEASE - FLAT

FB

FREE RELEASE - FLAT

HB

3 STEP DROP:
THINK STRONGSIDE Z/FB/Y.
STRONG ROTATION GO X/HB.

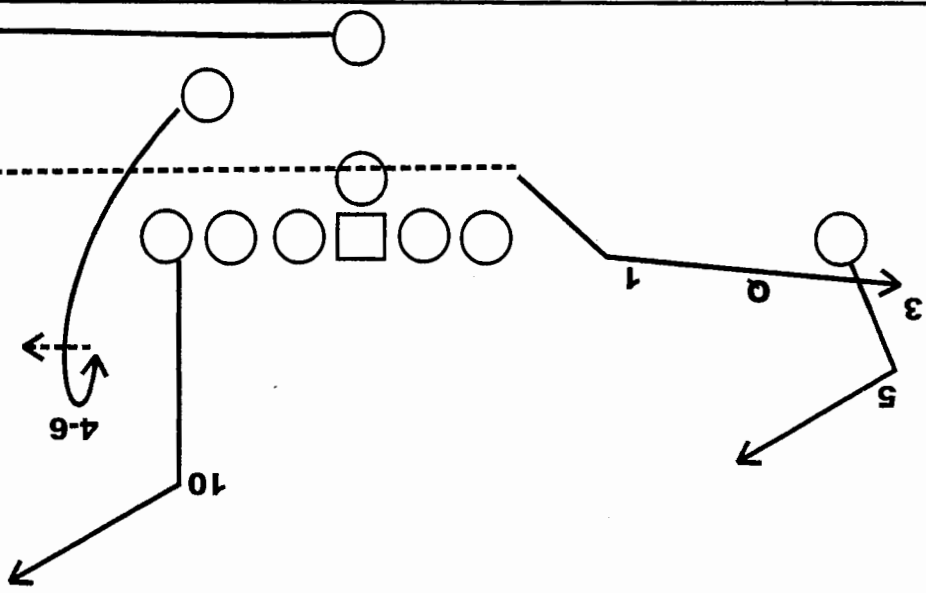
QB

NOTES

MIAMI DOLPHINS - OFFENSE

Zoom to Strong Rt Slot
QUICK HOT RT. 712 HOOK/WIDE

Strong Slot
Trips Slot



X OUTSIDE 2 ROUTE

Y INSIDE 7 ROUTE

Z INSIDE 1 ROUTE (q)

FB FREE RELEASE - HOOK ROUTE

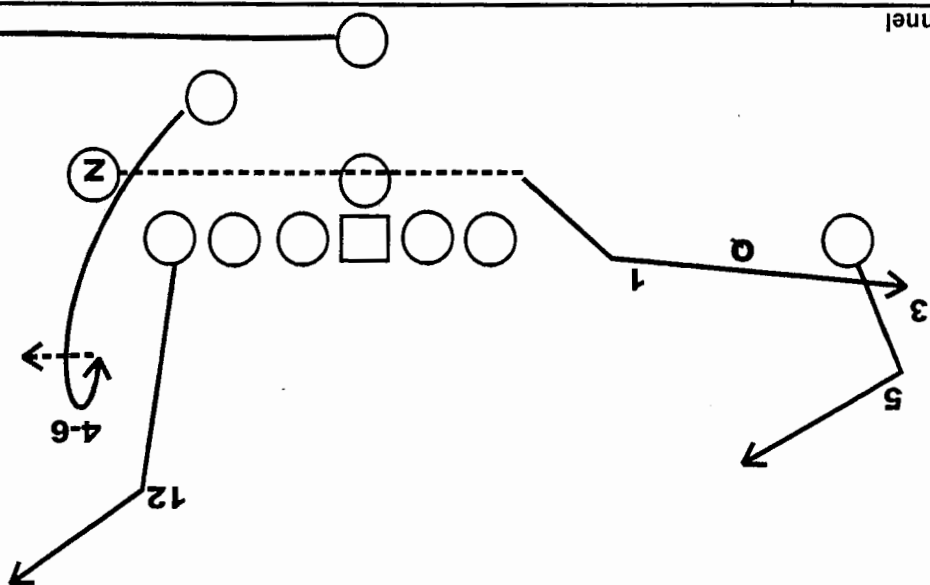
HB FREE RELEASE - WIDE ROUTE (q)

QB QUICK 5 STEPS: Y to FB to HB (WEAK BLITZ LOOK WEAKSIDE) (STRONG BLITZ LOOK FOR WIDE)

NOTES
CAN BE RUN WITH Z PERSONNEL

MIAMI DOLPHINS - OFFENSE

STRONG RT - ED LT
QUICK HOT RT. 712 HOOK/WIDE



Z Personnel

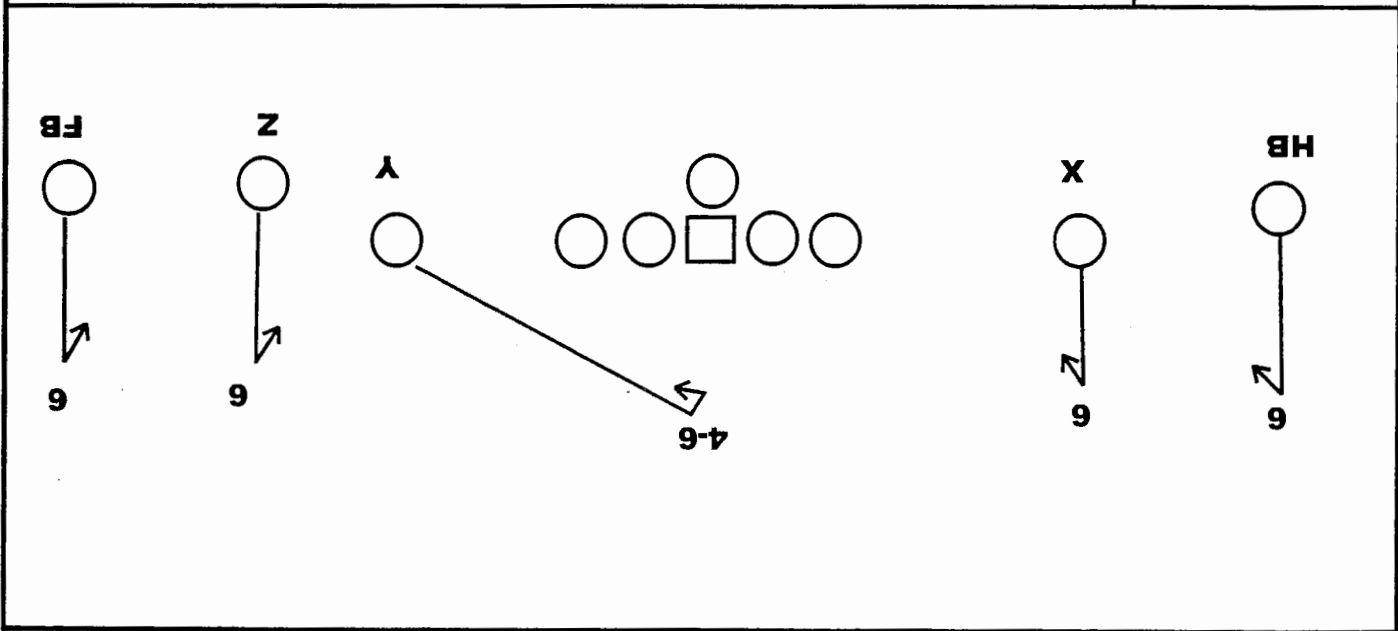
X	OUTSIDE 2 ROUTE
Y	INSIDE 7 ROUTE
Z	INSIDE 1 ROUTE (Q)
FB	FREE RELEASE - HOOK THEN SLIDE OUT
HB	FREE RELEASE - WIDE (Q)
QB	QUICK 5 STEPS: Y to FB to HB, vs STRONG BLITZ HIT WIDE. vs WEAK BLITZ LOOK Z to X.

NOTES

MIAMI DOLPHINS - OFFENSE

EMPTY RT.
QUICK HOT RT. 141 HITCH

Empty



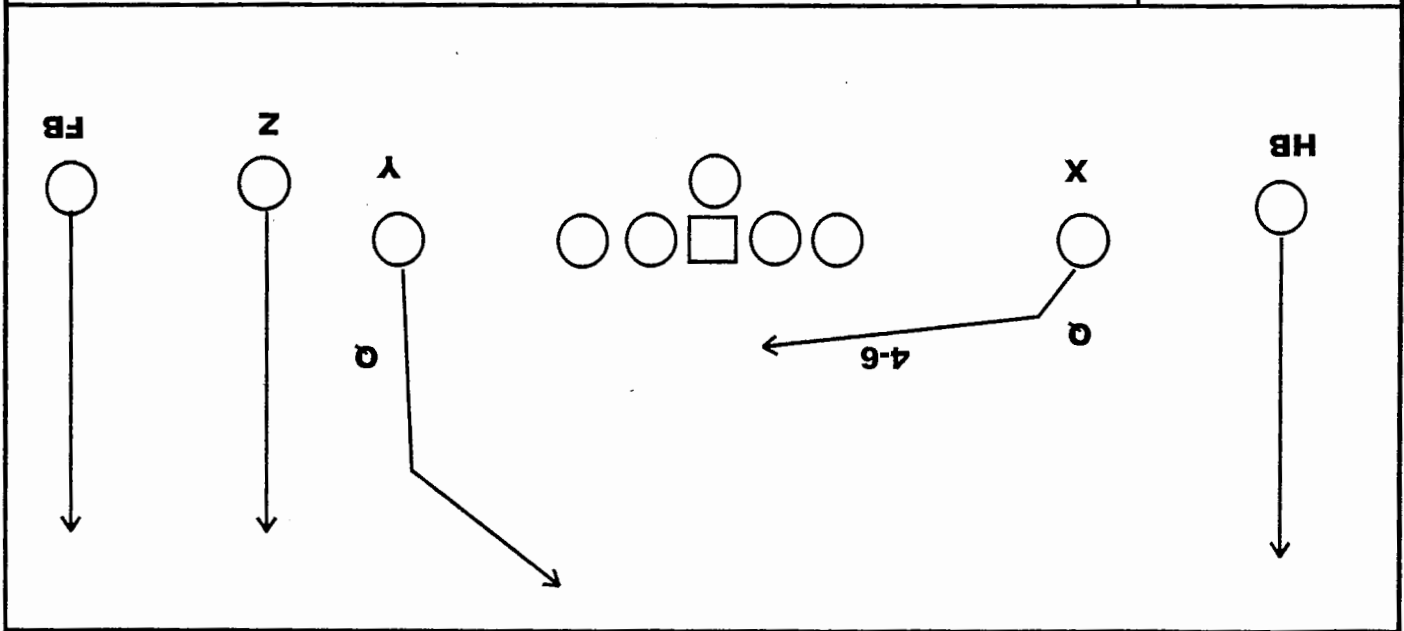
QB	3 STEP DROP: TAKE SIDE WITH DEFENDERS OFF; N/T WORK INSIDE TO OUTSIDE.
HB	ALIGN IN DUO- RUN HITCH ROUTE
FB	ALIGN IN TRIO- RUN HITCH ROUTE
Z	CUT DOWN SPLIT- RUN OUTSIDE 1 ROUTE.
Y	5 YD SPLIT FROM OT- RUN INSIDE 4 ROUTE.
X	5 YD SPLIT FORM OT- RUN OUTSIDE 1 ROUTE

NOTES

MIAMI DOLPHINS - OFFENSE

EMPTY RT.
HOT RT. 999 X DART

Empty



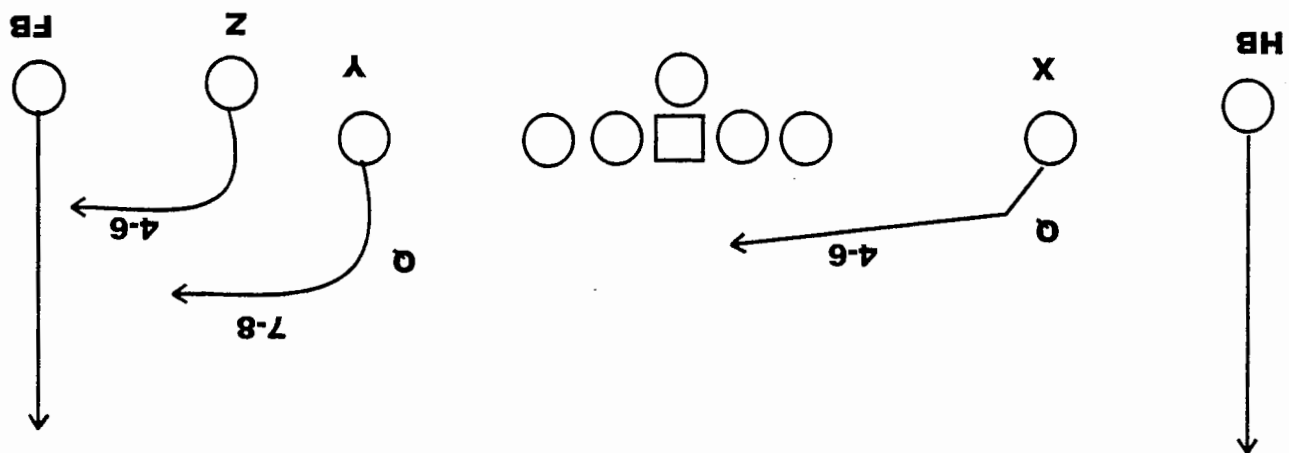
QB	5 STEP DROP: LB M/M ON HB (FIRST) N/T GO TO STRONGSIDE N/T X (ALERT X VS 2 WEAK BLITZ, Y VS 1 SS BLITZ.)
HB	ALIGN IN DUO - RUN SHOOT ROUTE
FB	ALIGN IN TRIO - RUN SHOOT ROUTE
Z	CUT DOWN SPLIT - RUN INSIDE 9 ROUTE (TOP OF THE NUMBERS)
Y	5 YD SPLIT FROM OT - RUN MIDDLE 9 ROUTE (a)
X	5 YD SPLIT FORM OT - RUN ZERO ROUTE (a)

NOTES

MIAMI DOLPHINS - OFFENSE

Empty

EMPTY RT.
HOT RT. 939 X DART



5 YD SPLIT FORM OT - RUN ZERO ROUTE (Q)

5 YD SPLIT FROM OT - RUN INSIDE 3 ROUTE (Q).

CUT DOWN SPLIT - RUN QUICK 3 ROUTE.

ALIGN IN TRIO - RUN SHOOT ROUTE

ALIGN IN DUO - RUN SHOOT ROUTE

5 STEP DROP: LB M/M ON HB (FIRST); N/T Y/Z; N/T X ON DART.
X (ALERT X VS 2 WEAK BLITZ, Y VS 1 SS BLITZ.)

NOTES

QUICK FLOOD PROTECTION

6 Man Protection – 3 Step Drop

FB/HB: Man block #3 aggressive. Get Hands Down.

HB/FB: Free Release. Route.

Y: Route.

LINE: 6 Man Protection- Strong side, **Mike to It.**

A.) Center identify Mike(#0) If covered by a LB, **Even Collie- Mike to It.** Uncovered **Right or Left Read-It.** Vs any over front, **Riggin** and **Liggin** calls. When covered by a down lineman and offside Guard covered by LB, make a **Riggin** or **Liggin** to offside Guard.

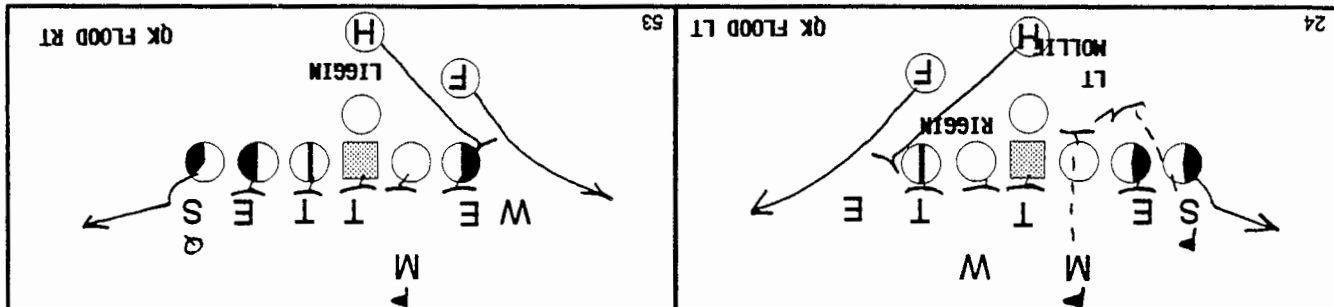
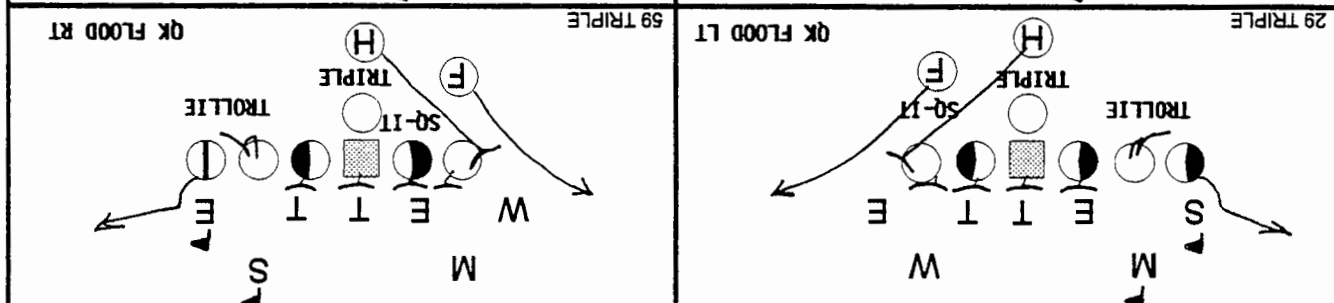
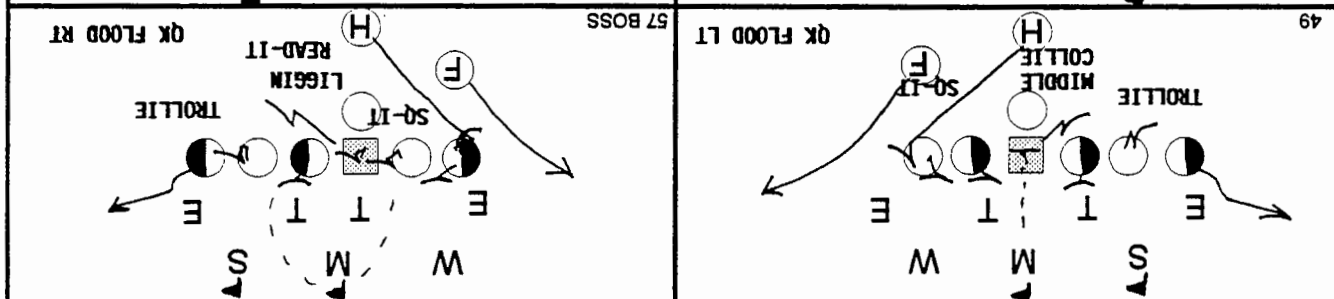
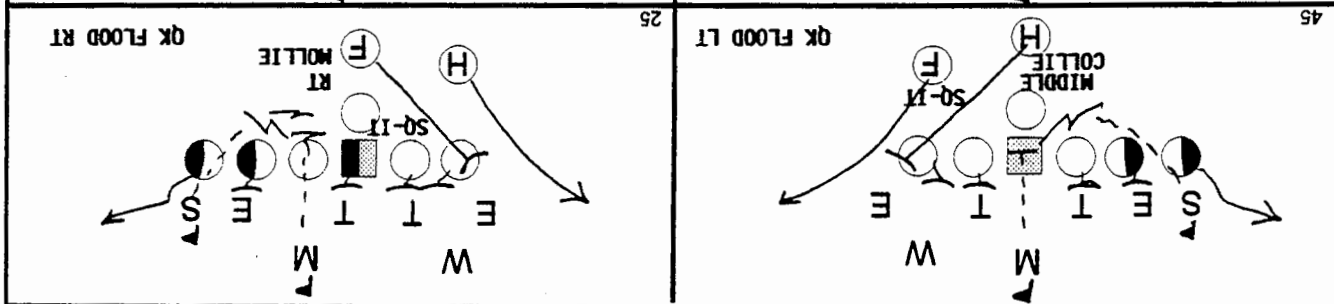
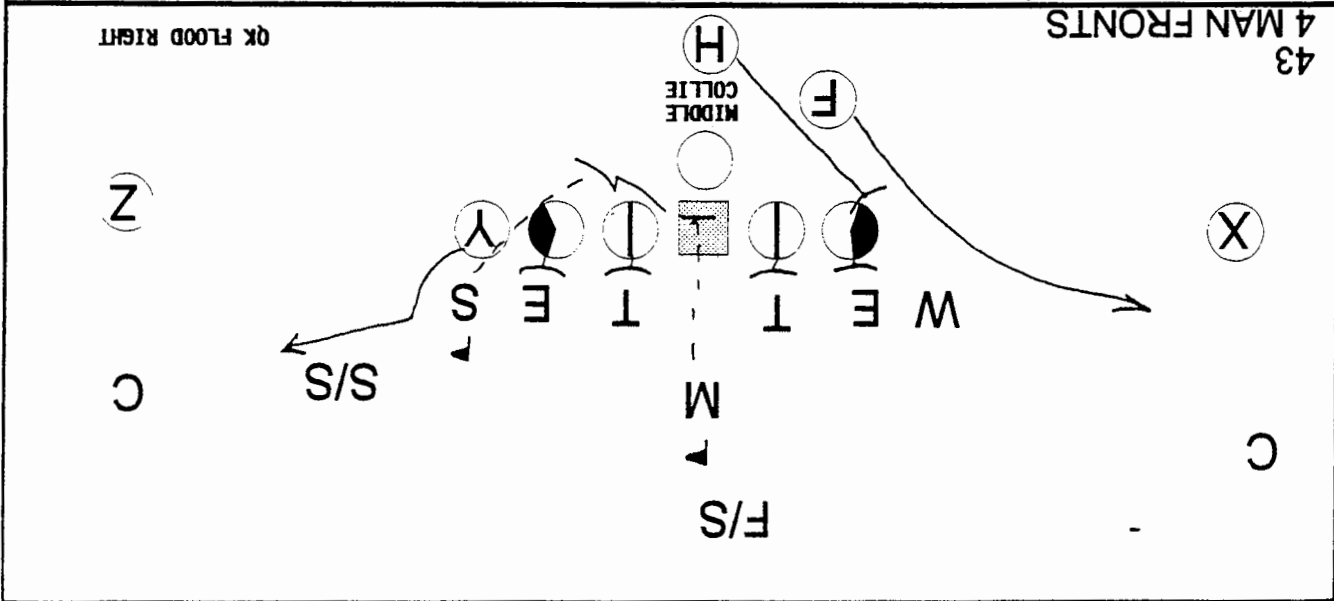
B.) Onside Guard- If covered by a LB, **Mollie** call (Mike to It). Otherwise Big on Big.

C.) Onside Tackle- man block #2. If #2 is a LB, **Trollie**. If LB stacked inside or walked up in either the A or B gap, **Squeeze-It** call.

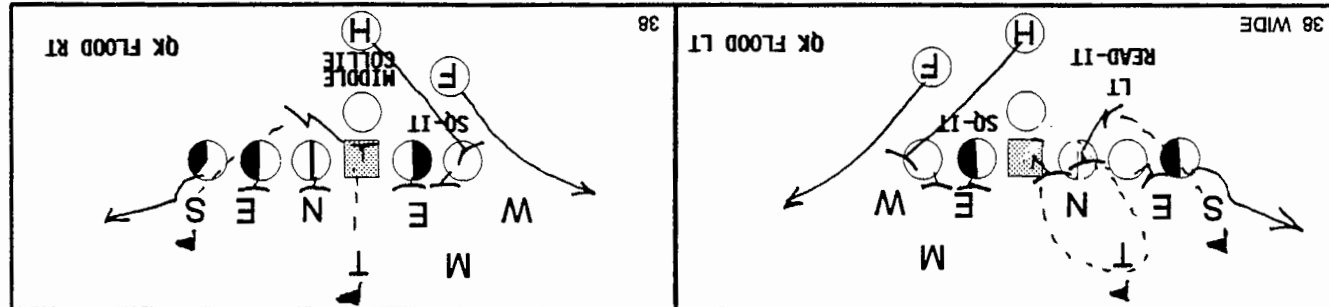
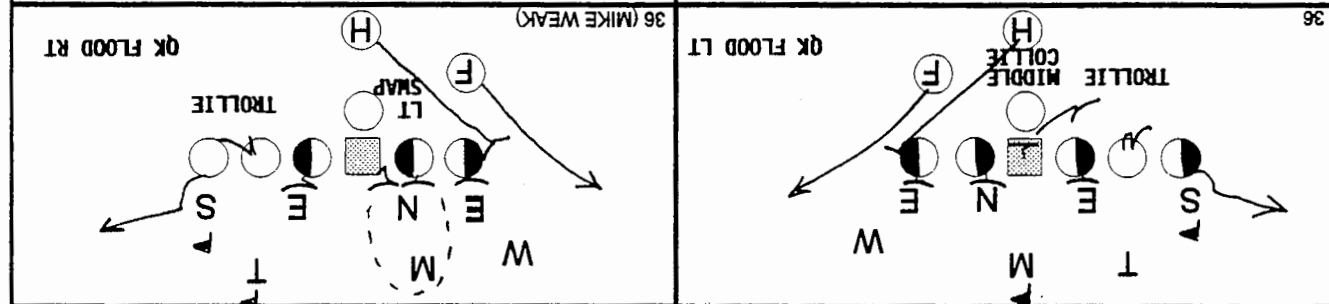
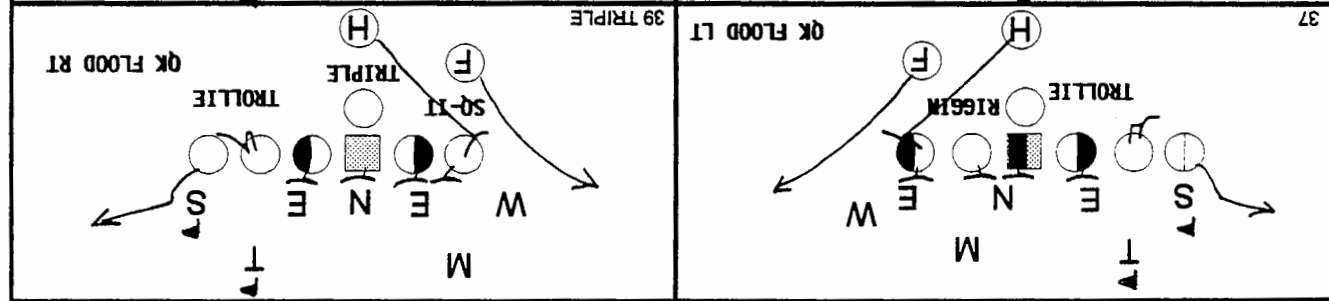
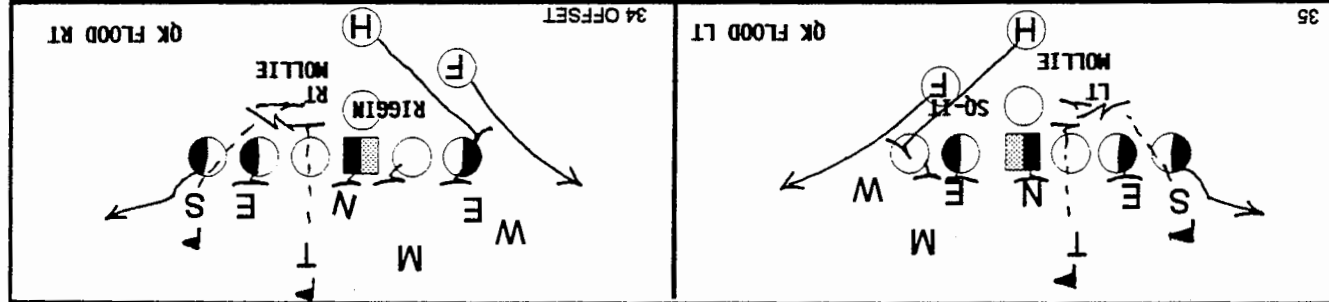
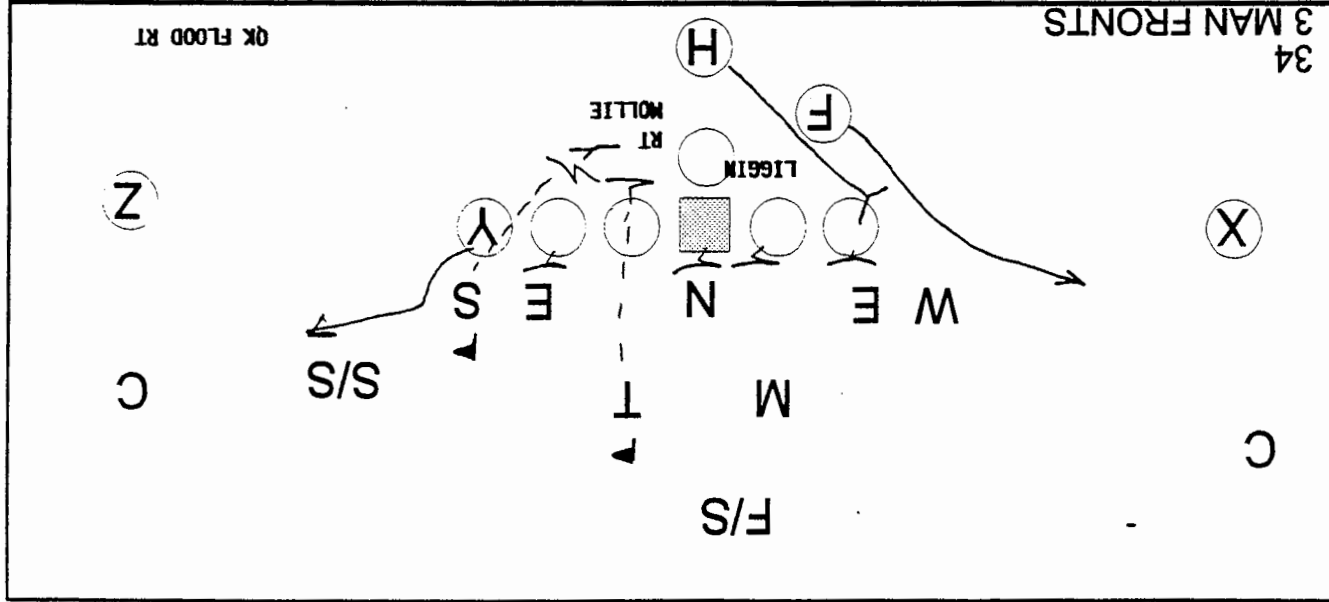
D.) Off Guard and Tackle – Man block #1 and #2 respectfully. Alert for **Squeeze-It** call.

E.) Vs. any triple look alert for twists and blitzes.

Quick Flood Protection



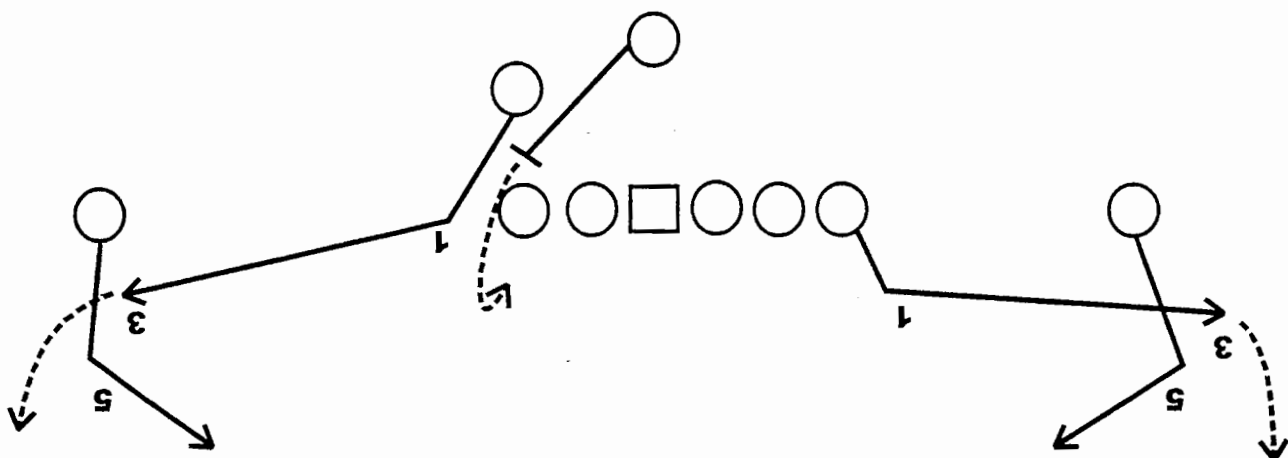
Quick Flood Protection



MIAMI DOLPHINS - OFFENSE

WEAK LT.
QUICK FLOOD LT 212 FLAT/CHECK

Split
Weak
Strong
Double



X	OUTSIDE 2 ROUTE (ALERT X PUMP)
Y	INSIDE 1 ROUTE (ALERT Y PUMP)
Z	OUTSIDE 2 ROUTE (ALERT Z PUMP)
FB	FREE RELEASE - FLAT (ALERT F PUMP)
HB	BLOCK EMOL N/T CHECK DOWN
QB	3 STEP DROP: THINK Y to Z, STRONGSIDE ROTATION THINK FB to X.

NOTES

THE WORD PUMP DENOTES THE RECEIVER CALLED
WILL SHOW HIS ROUTE THEN RUN TAKEOFF.

QUICK READ PROTECTION

(Slide)

6 Man Protection – 3 Step Drop

FB/HB:

Dual read strongside.

4 man line = Mike, Sam to Strong Safety.

3 man line = Ted, Sam to Strong Safety.

Note: Triple call by center, check 30 = responsible for weakside "Bump" LB to strongside "Bump" LB.

HB/FB:

Free release. Route.

Y:

Route.

LINE:

6 Man Protection- Slide away from protection called.
Note: Call Side be stout, take them on at the LOS.

A.)

4 Man Line- Onside Guard and Tackle; Big on Big.
Onside Guard when covered by a LB start the slide.
Onside Tackle when covered by a LB and LB walks up in either A or B gap, **Squeeze-it.**
3 Man Line-vs any strong reduction treat like 4 man line (Big on Big).

C.)

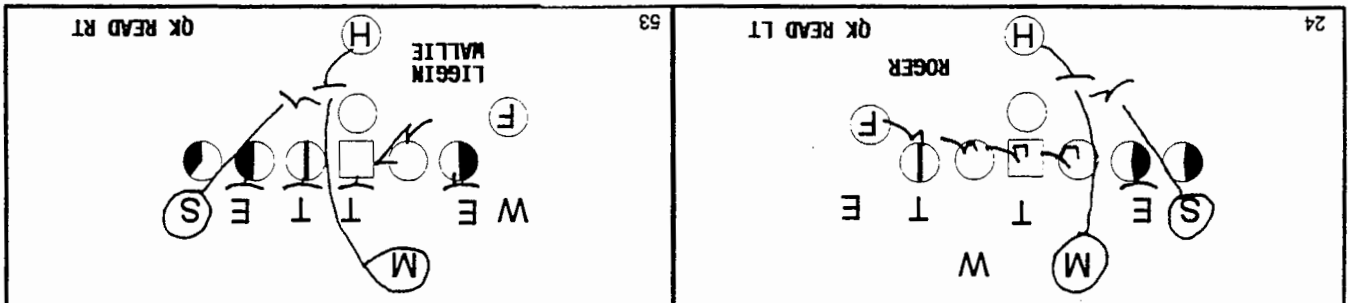
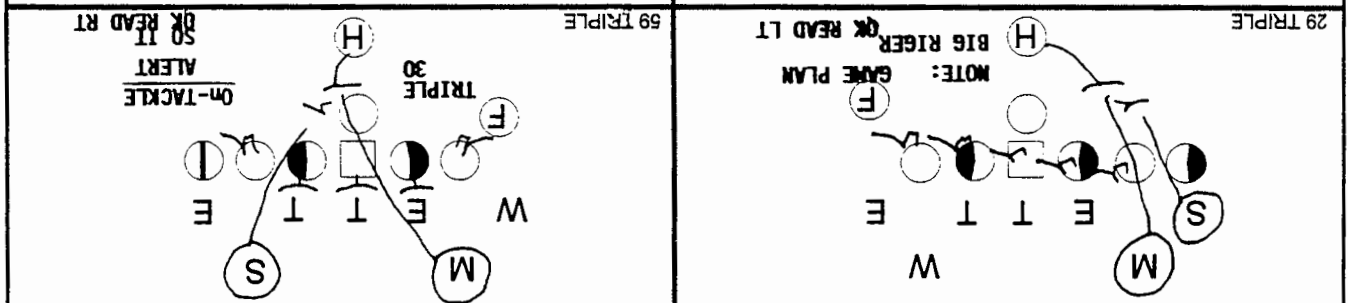
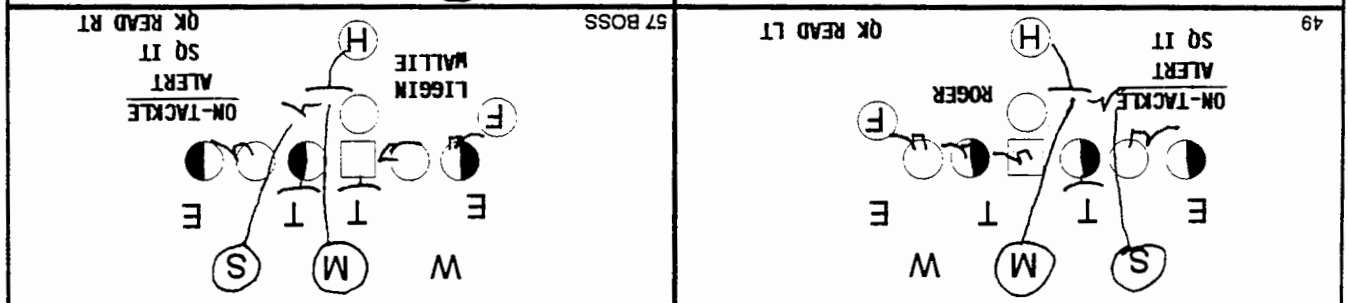
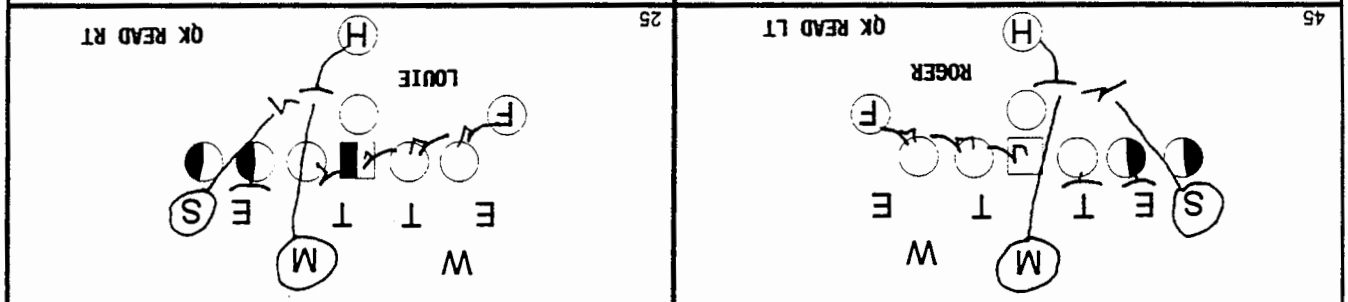
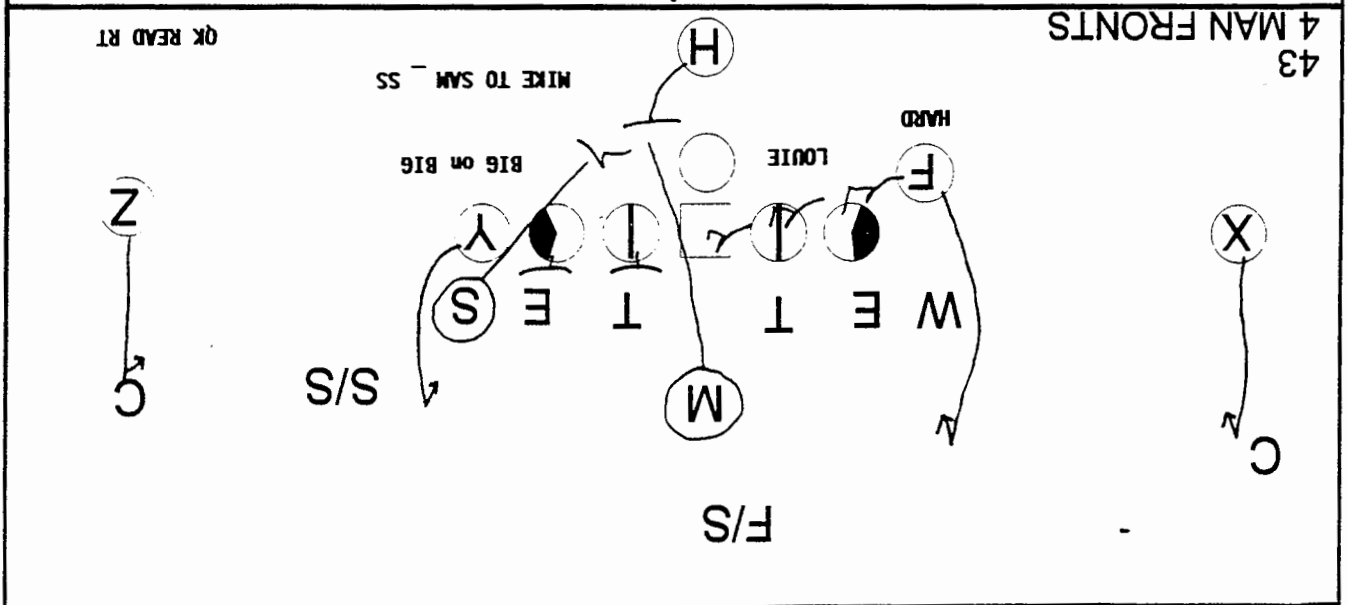
Triple Look- Alert for **Triple** call from the Center with a check 30 call. Onside Tackle, if covered by a LB and LB walks up in either A or B gap, **Squeeze-it.**
Over Look- Off Guard **"Wallie"**, Take Mike if in Tuff otherwise look to Will. Vs Over Boss-**Riggin/Liggin** **"Wallie."**

D.)

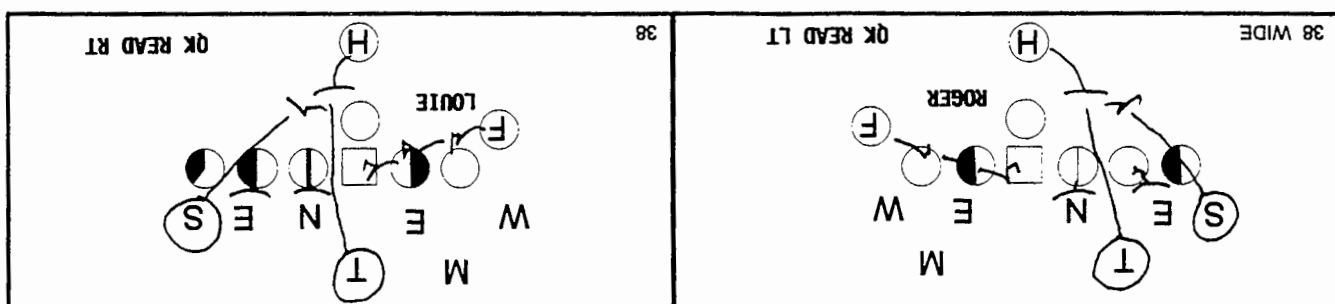
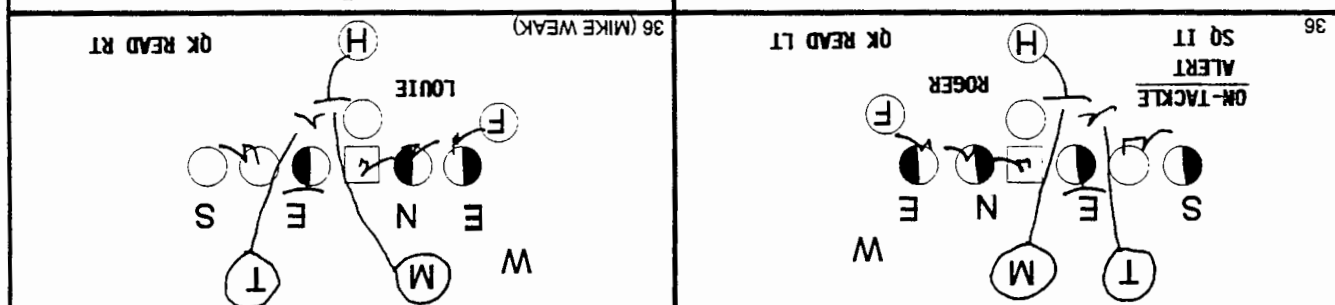
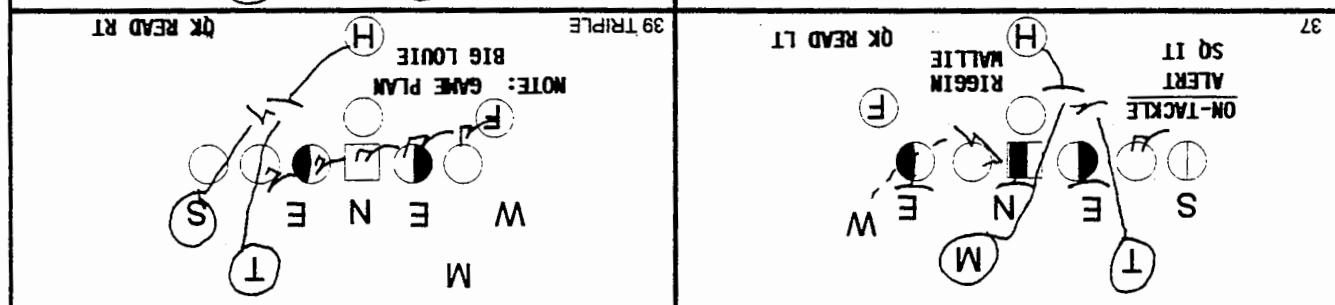
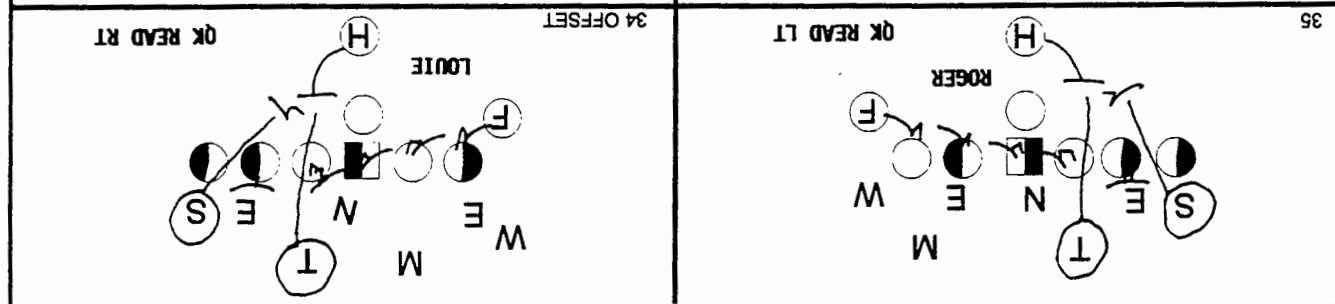
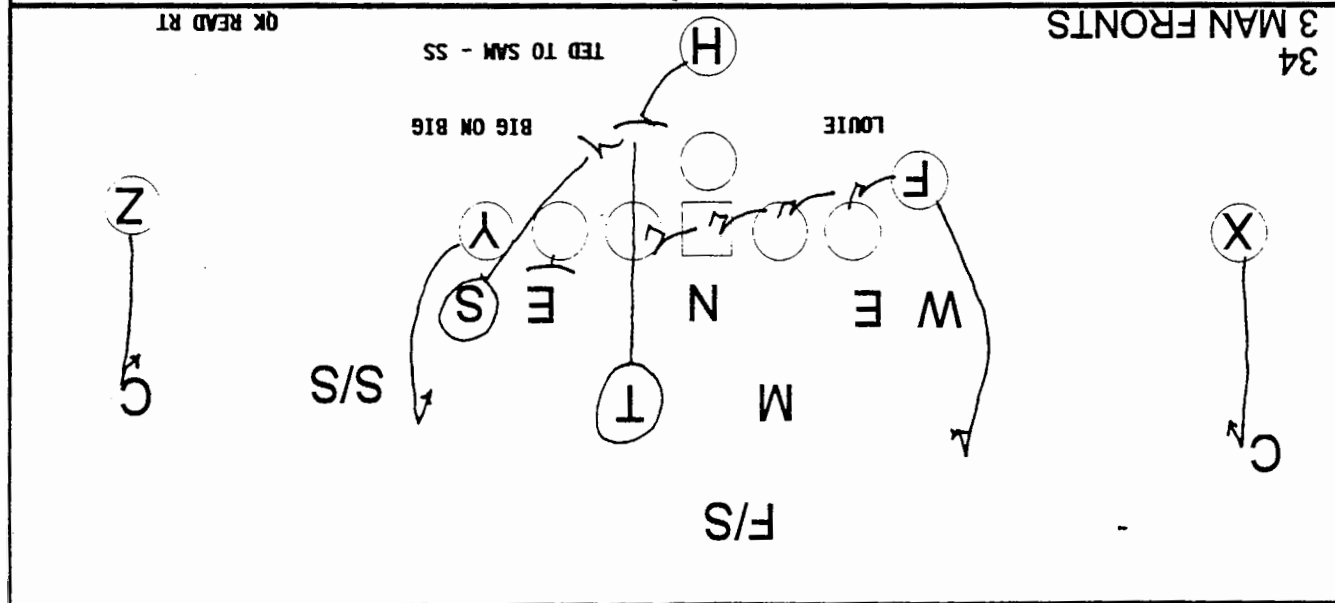
A. Can Gameplan vs Triple Looks, Big Roger or Big Louie. Onside Tackle starts the slide. FB/HB responsible for the strong bump Lber to end man.

Protection Notes:

Quick Read Protection



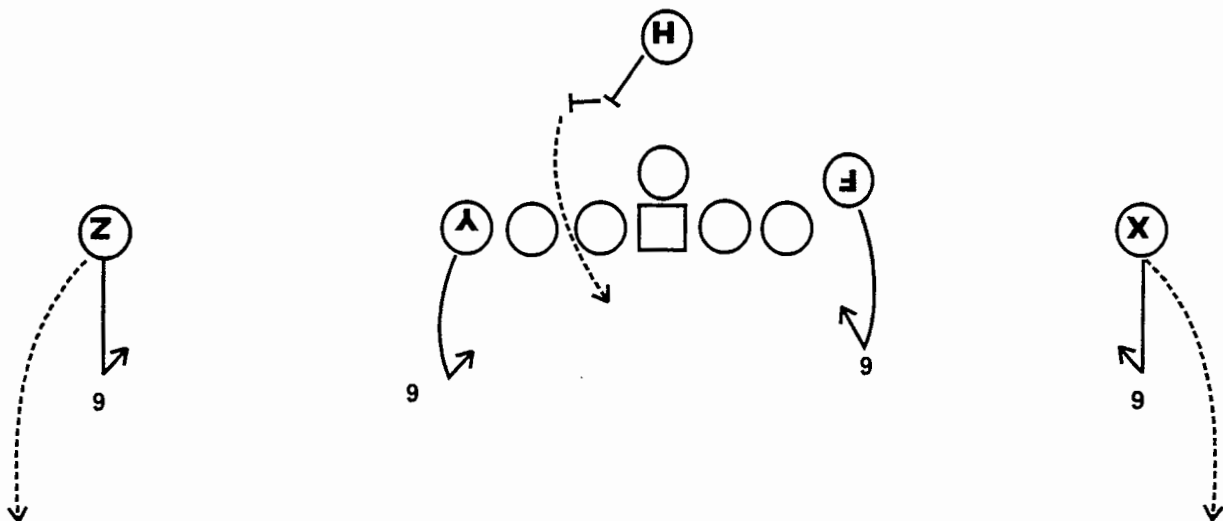
Quick Read Protection



MIAMI DOLPHINS - OFFENSE

DOUBLE RT.
QUICK READ 111 HITCH/CHECK

Double
Ace
Deuce
Spread
Flex



X OUTSIDE 1 ROUTE (HITCH) FADE VS ROTATION

Y OUTSIDE 1 ROUTE (HITCH)

Z OUTSIDE 1 ROUTE (HITCH) FADE VS ROTATION

FB FREE RELEASE, ROUTE= 6 YD HITCH

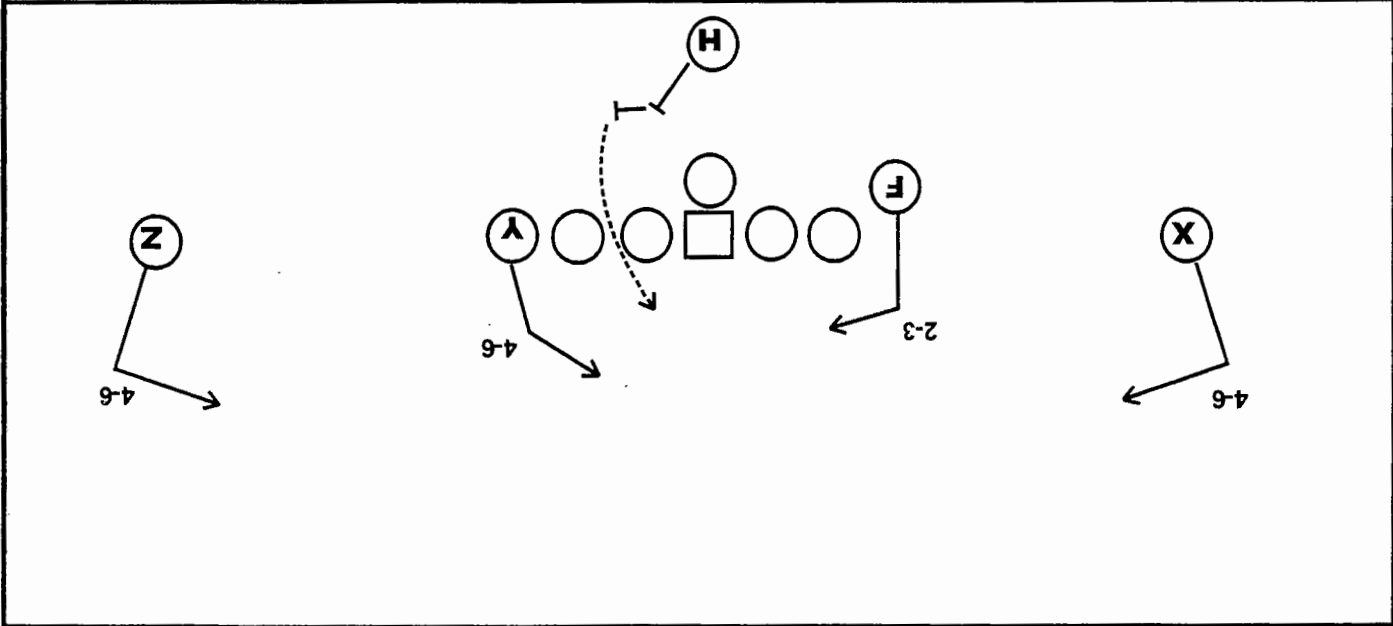
HB CHECK MIKE/SAM N/T CHECK DOWN

QB 3 STEP DROP: TAKE SIDE AWAY WITH CORNER OFF VS PRESS M/M PICK A SIDE. VS COVER 2 WORK WITH Y OR FB

NOTES

MIAMI DOLPHINS - OFFENSE

DOUBLE RT.
 QUICK READ 222 CROSS/CHECK
 Double Ace Spread Flex



X	OUTSIDE 2 ROUTE
Y	OUTSIDE 2 ROUTE
Z	OUTSIDE 2 ROUTE
FB	FREE RELEASE, CROSS
HB	CHECK MIKE/SAM N/T CHECK DOWN
QB	3 STEP DROP: GO TO SIDE AWAY FROM ROTATED SAFETY. VS COVER 2 STAY STRONG.

NOTES

QUICK SCAT PROTECTION 6 Man Protection – 3 Step Drop

FB/HB:

Free Release. Route.

HB/FB:

Man block #3 aggressive. Get Hands Down.

Y:

Route.

LINE:

6 Man Protection - Strong side, Mike to it.

A.) Center identify Mike(#0) If covered by a LB, Even
Collie- Mike to it. Uncovered **Right or Left Read-it.**
 Vs any over front, **Riggin** and **Liggin** calls. When
 covered by a down lineman and offside Guard
 covered by LB, make a **Riggin** or **Liggin** to offside
 Guard.

B.) Onside Guard- If covered by a LB, **Mollie** call (Mike to
 it). Otherwise Big on Big.

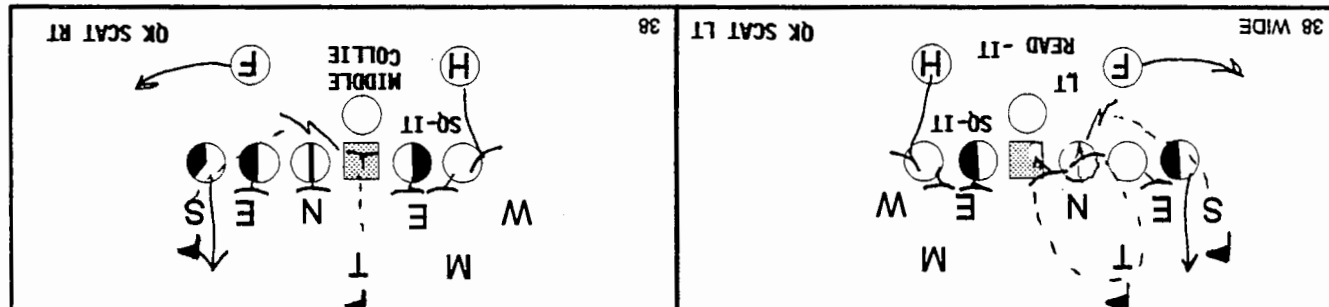
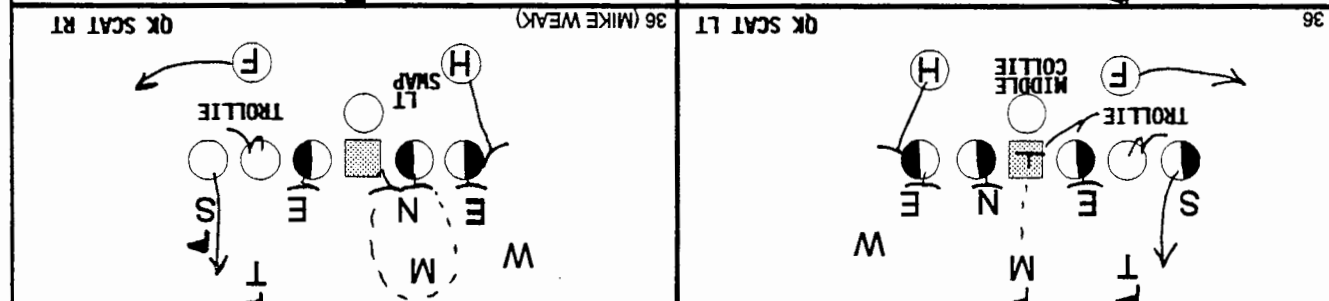
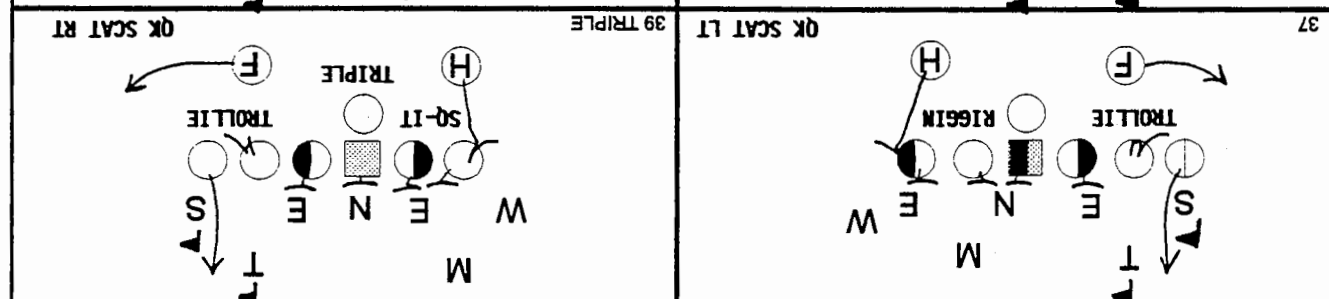
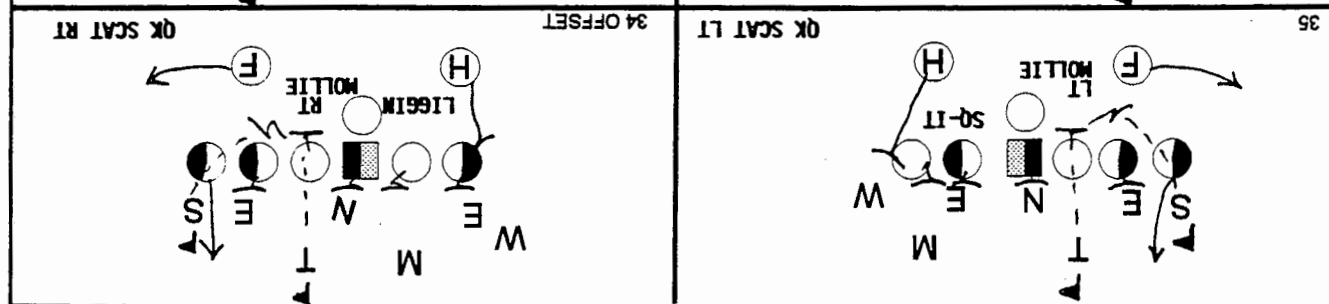
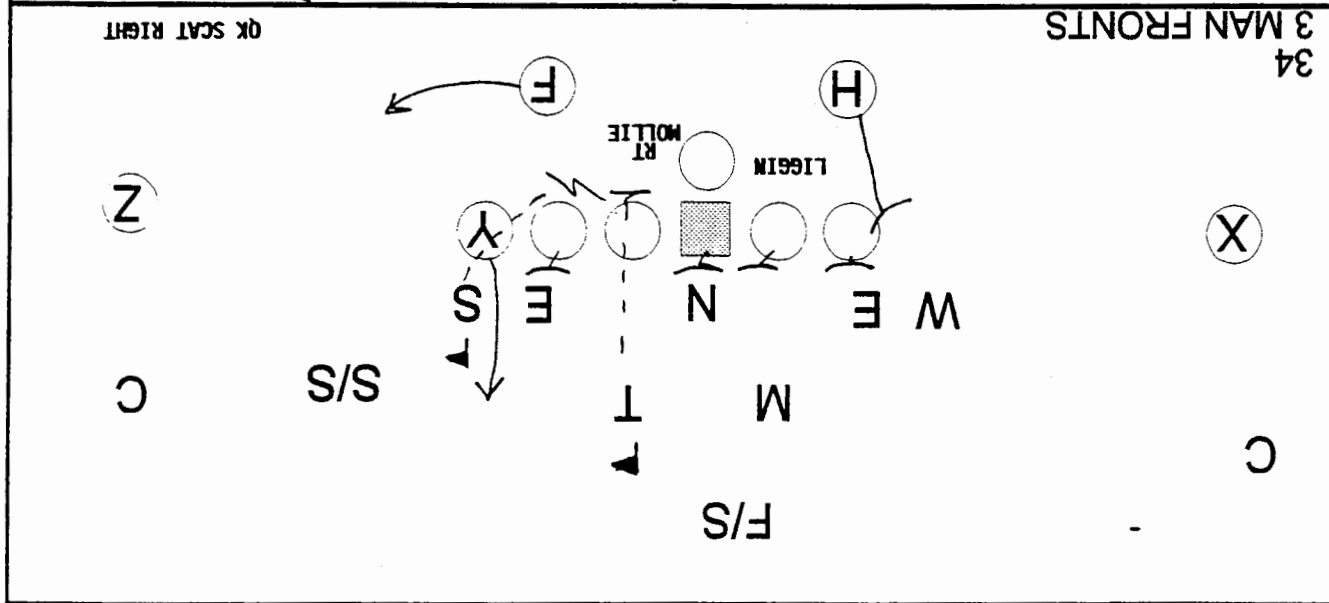
C.) Onside Tackle- man block #2. If #2 is a LB, **Trollie**. If
 LB stacked inside or walked up in either the A or B
 gap, **Squeeze-it** call.

D.) Off Guard and Tackle – Man block #1 and #2
 respectfully. Alert for **Squeeze-it** call.

E.) Vs. any triple look alert for twists and blitzes.

<p>43</p> <p>4 MAN FRONTS</p> <p>4 MAN FRONTS</p> <p>43</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>45</p> <p>QK SCAT LT</p> <p>QK SCAT LT</p> <p>45</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>49</p> <p>QK SCAT LT</p> <p>QK SCAT LT</p> <p>49</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>57 BOSS</p> <p>QK SCAT RT</p> <p>QK SCAT RT</p> <p>57 BOSS</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>59 TRIPLE</p> <p>QK SCAT LT</p> <p>QK SCAT LT</p> <p>59 TRIPLE</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>53</p> <p>QK SCAT LT</p> <p>QK SCAT LT</p> <p>53</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>24</p> <p>QK SCAT LT</p> <p>QK SCAT LT</p> <p>24</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>29 TRIPLE</p> <p>QK SCAT LT</p> <p>QK SCAT LT</p> <p>29 TRIPLE</p> <p>W E T T M S</p> <p>H F</p> <p>X Z</p> <p>C</p> <p>S/S</p> <p>F/S</p> <p>M</p> <p>T</p> <p>E</p> <p>W</p>	<p>49</p> <p>QK SCAT LT</p>
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Quick Scat Protection



QUICK SLIDE PROTECTION

7 Man Protection – 3 Step Drop

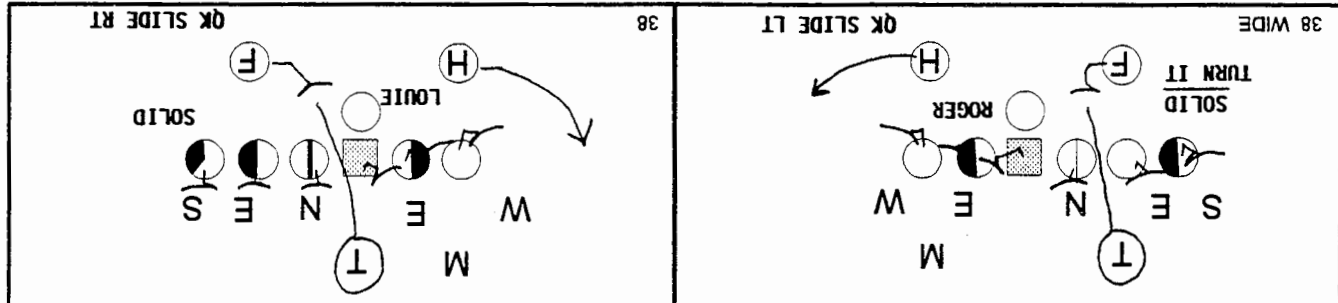
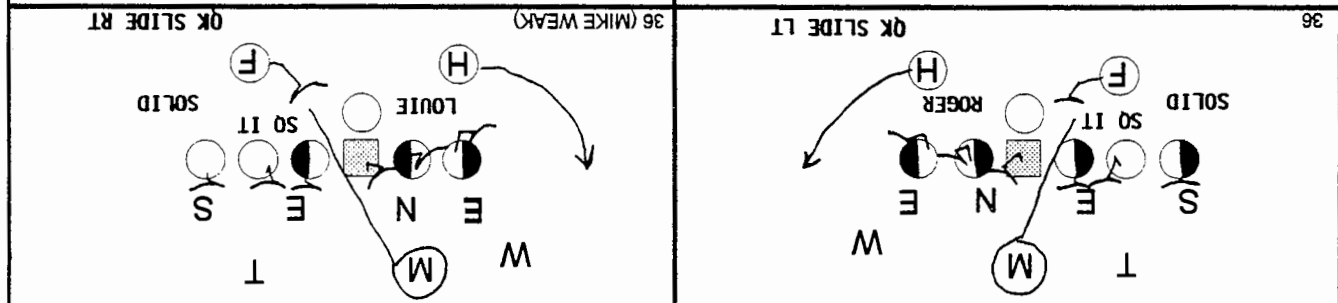
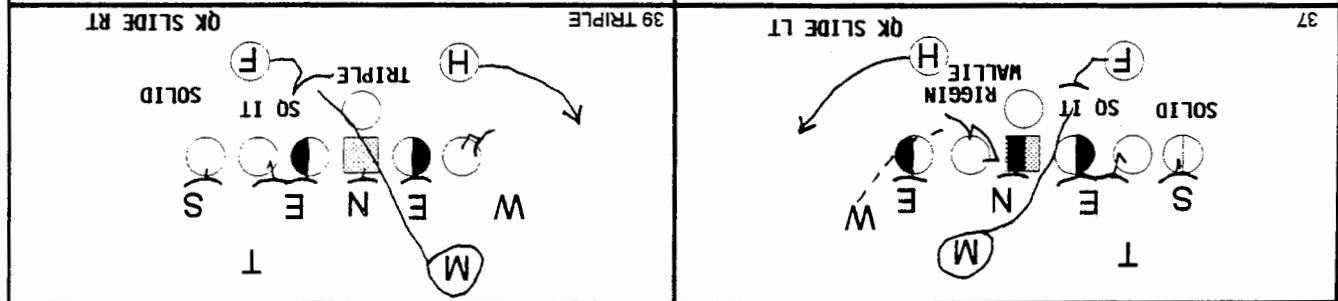
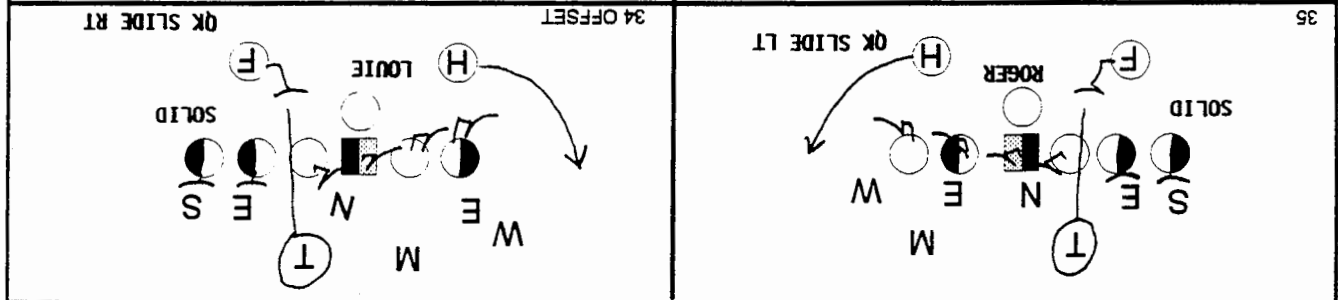
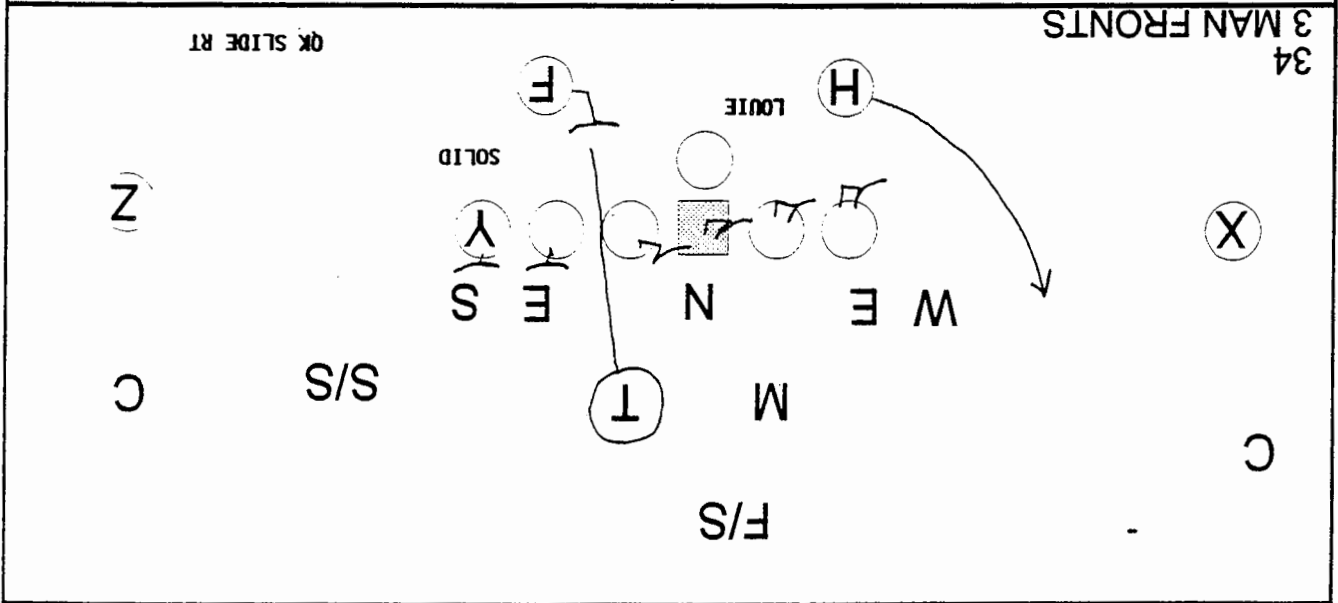
FB/HB: Same rule as slide protection using quick protection techniques.

HB/FB: Free release. Route.

Y: Same rule as slide protection using quick protection techniques.

LINE: 7 Man Protection- Same blocking rules as Slide Protection using Quick Protection techniques.

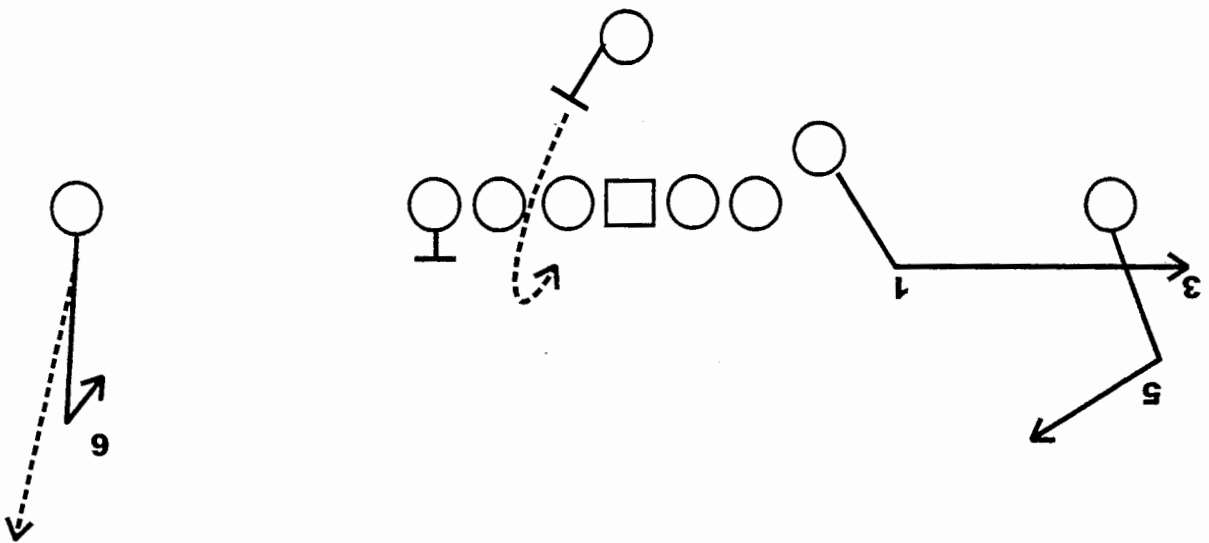
Quick Slide Protection



MIAMI DOLPHINS - OFFENSE

Double
Deuce

DOUBLE RT.
QUICK SLIDE RT. 21 FLAT

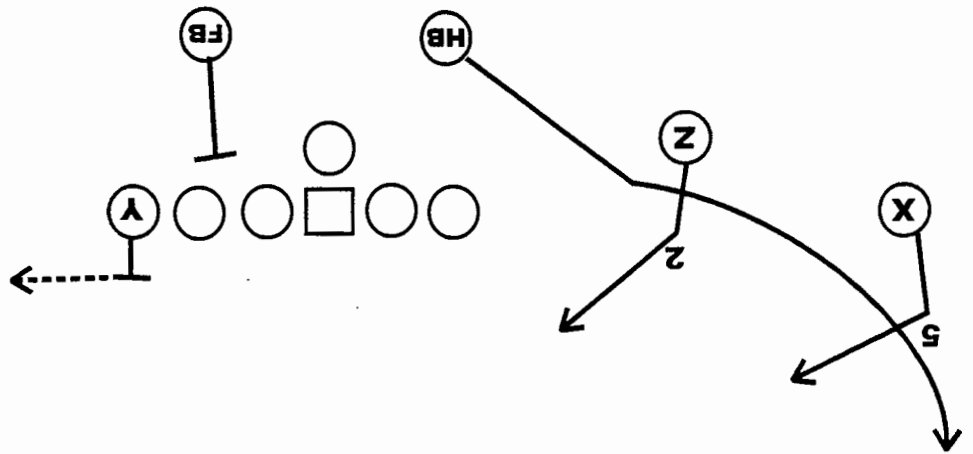


X	OUTSIDE 2 ROUTE
Y	AGGRESSIVE BLOCK EMOL
Z	OUTSIDE 1 ROUTE
FB	FREE RELEASE - FLAT
HB	BLOCK MIKE N/T LOOK FOR S/S N/T CHECK DOWN
QB	3 STEP DROP: Z IF CORNER OFF N/T FB to X.

NOTES

MIAMI DOLPHINS - OFFENSE

SPLIT RIGHT SLOT
 QUICK SLIDE RT. 22 CHECK/SHOOT
 Split Weak Double



OUTSIDE 2 ROUTE

X

SLOW BLOCK #3

Y

INSIDE 2 ROUTE

Z

BLOCK MIKE N/T HELP

FB

FREE RELEASE - SHOOT

HB

3 STEP DROP: X FIRST N/T SHOOT
 POSSIBLE Z IF UNCOVERED

QB

NOTES

QUICK SOLID PROTECTION 7 Man Protection – 3 Step Drop

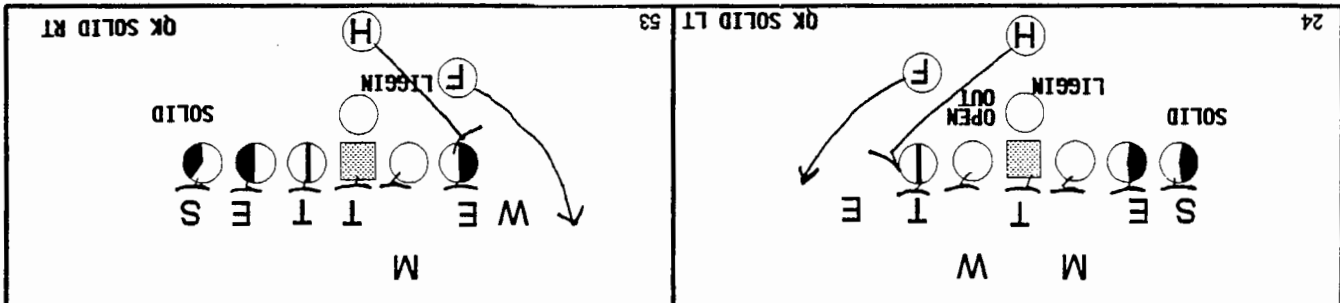
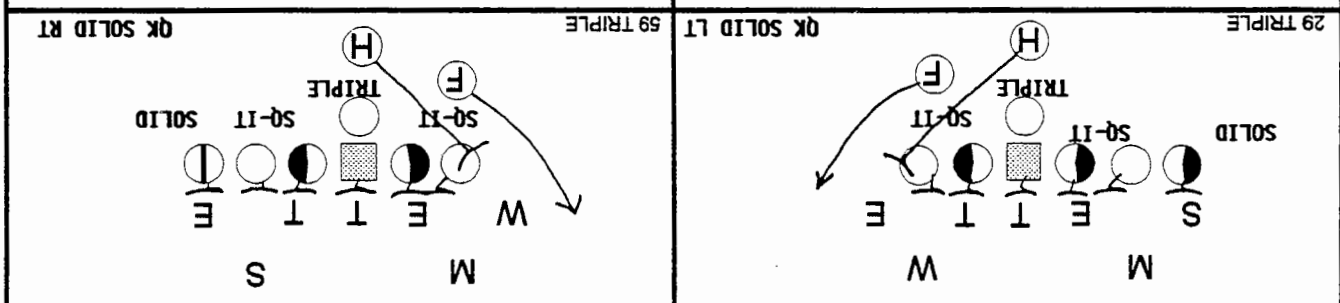
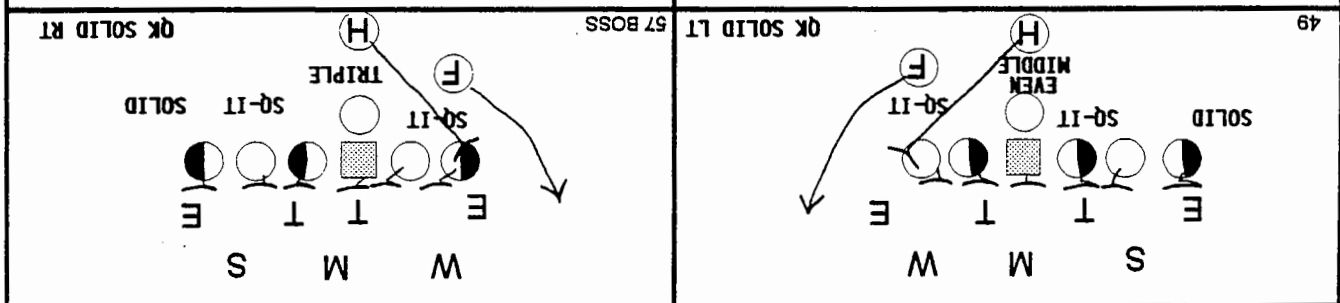
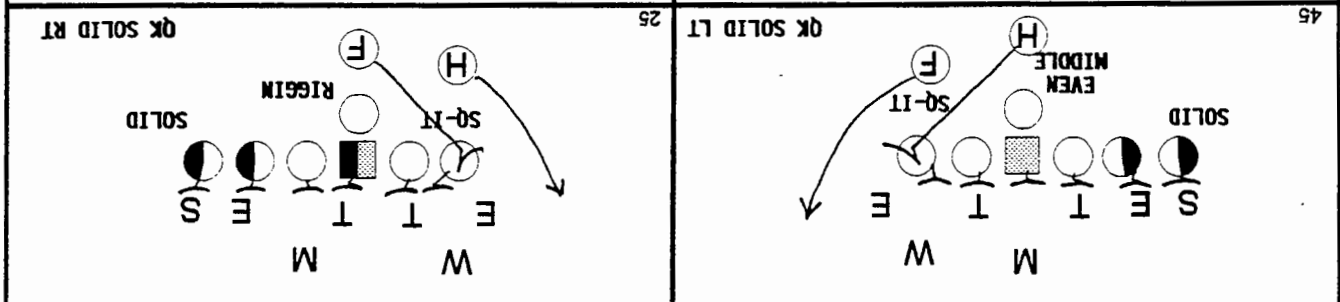
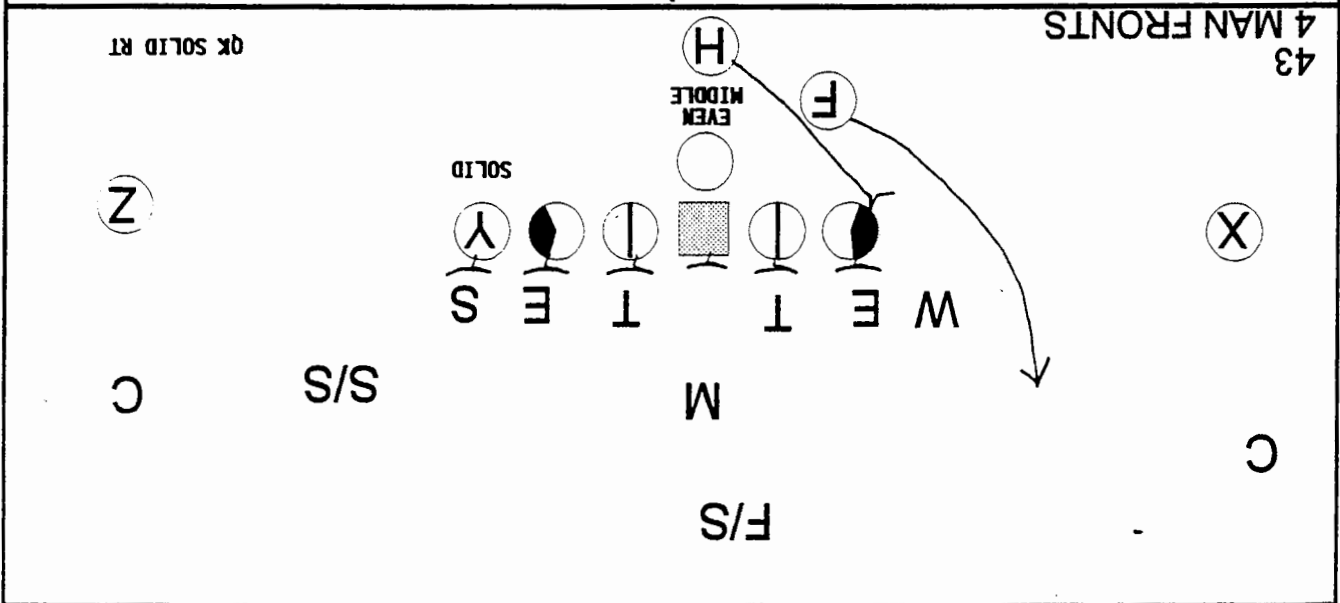
FB/HB:	Man block #3 aggressive. Get Hands Down.
HB/FB:	Free Release. Route.
Y:	Man block #3 (slow). Be stout. Alert Swoop (S/S inside).
LINE:	7 Man Protection- Man blocking. Be stout, take them on at the LOS. Note: same as Quick Base.

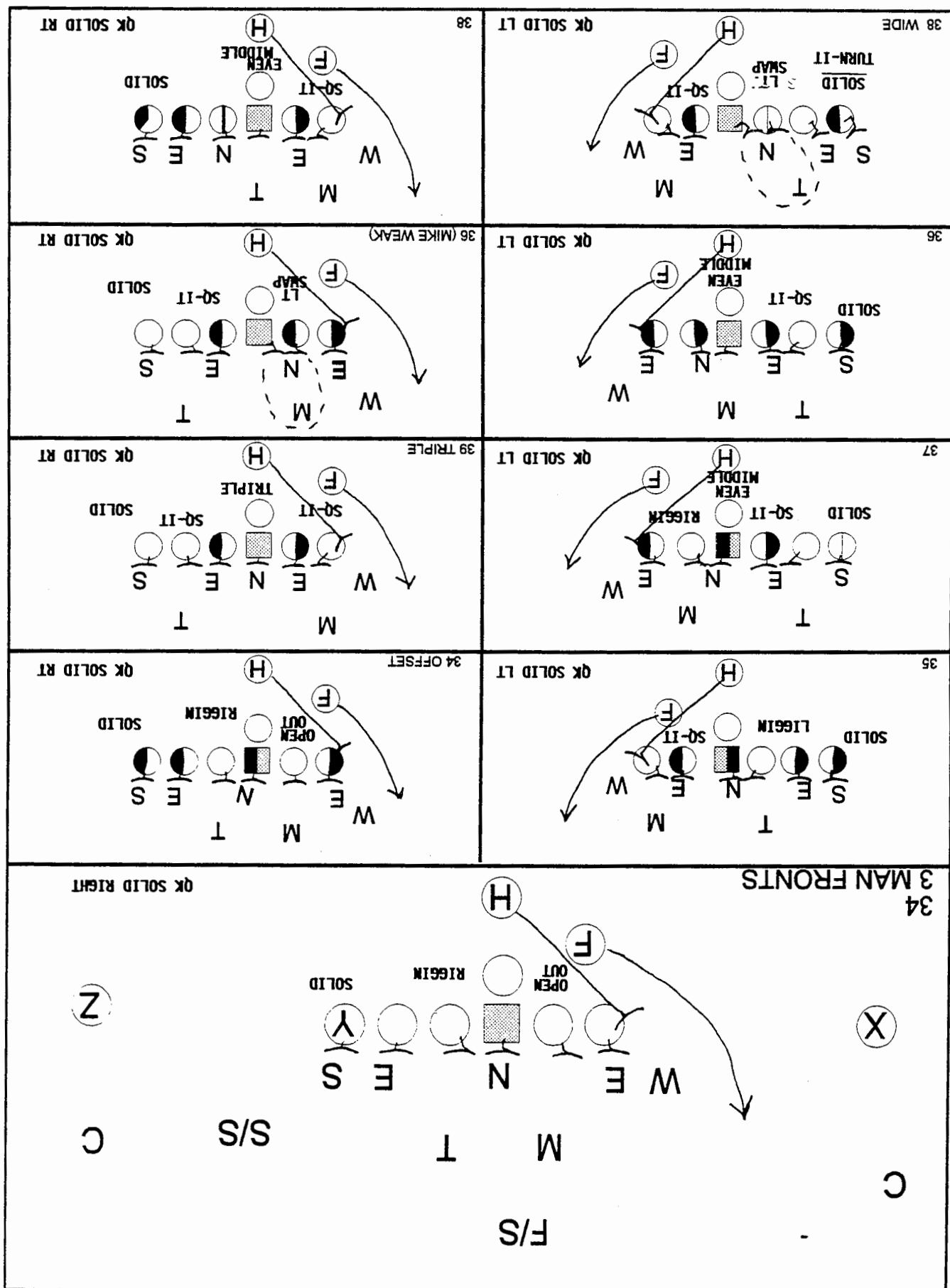
A.) Center identify Mike(#0) **Riggin/Liggin** calls used vs. over and under fronts. **Even** or **Swap** calls used when covered by a LB or uncovered.

B.) OnsideTackle- If #2 is LB, **Squeeze-It** call. Safety up inside alert **Swoop** call. Marry up with the TE on all E-S or S-E games. Offside Tackle- If #2 is LB, **Squeeze-It** call.

C.) Area pick up (zone it off) all twists and blitzes inside.

Quick Solid Protection





QUICK BASE PROTECTION 7 Man Protection – 3 Step Drop

FB/HB: Man block #3 aggressive. Get Hands Down.

HB/FB: Man block #3 aggressive. Get Hands Down.

Y:

Route.

LINE:

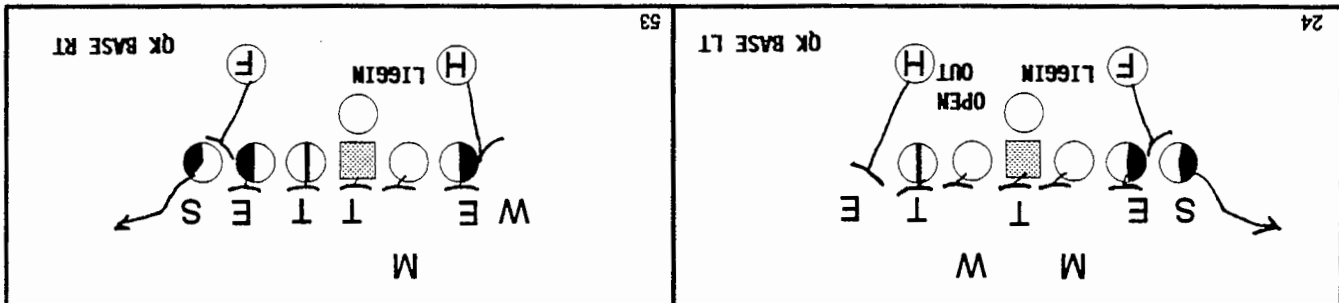
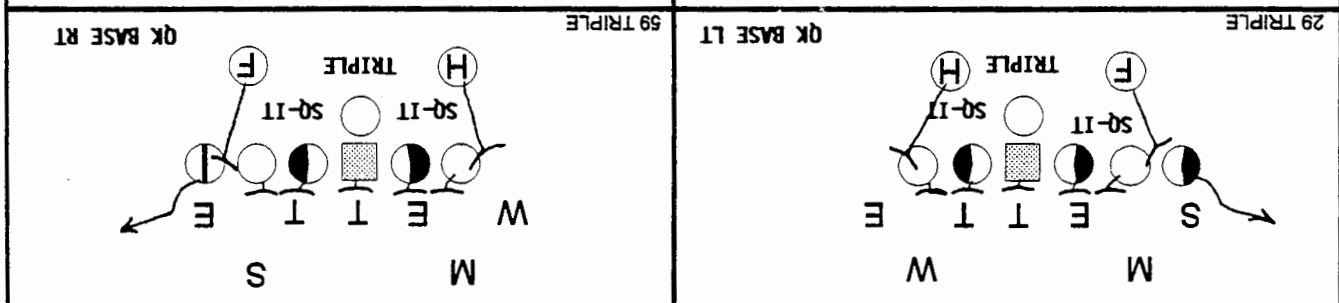
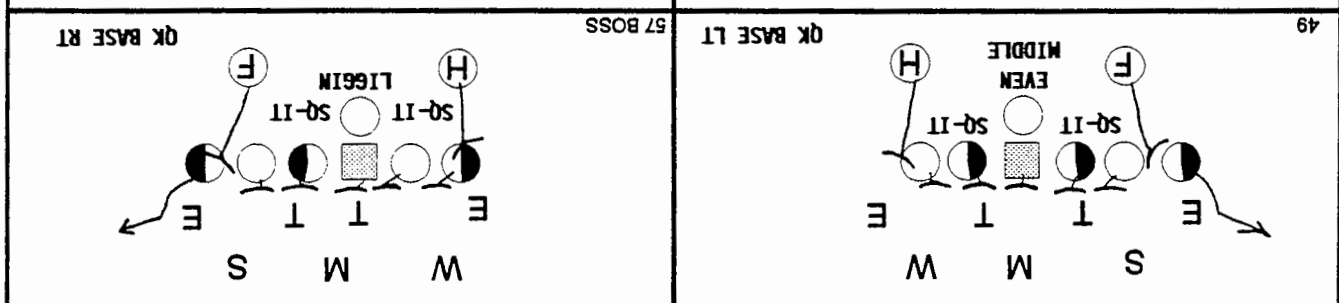
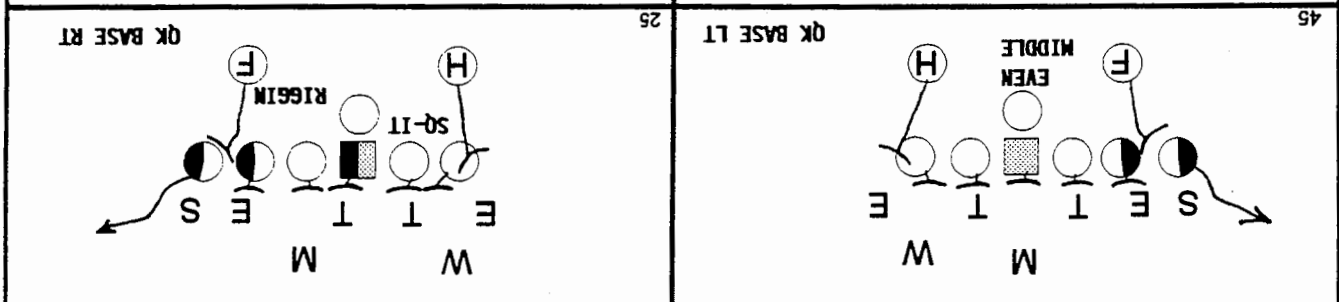
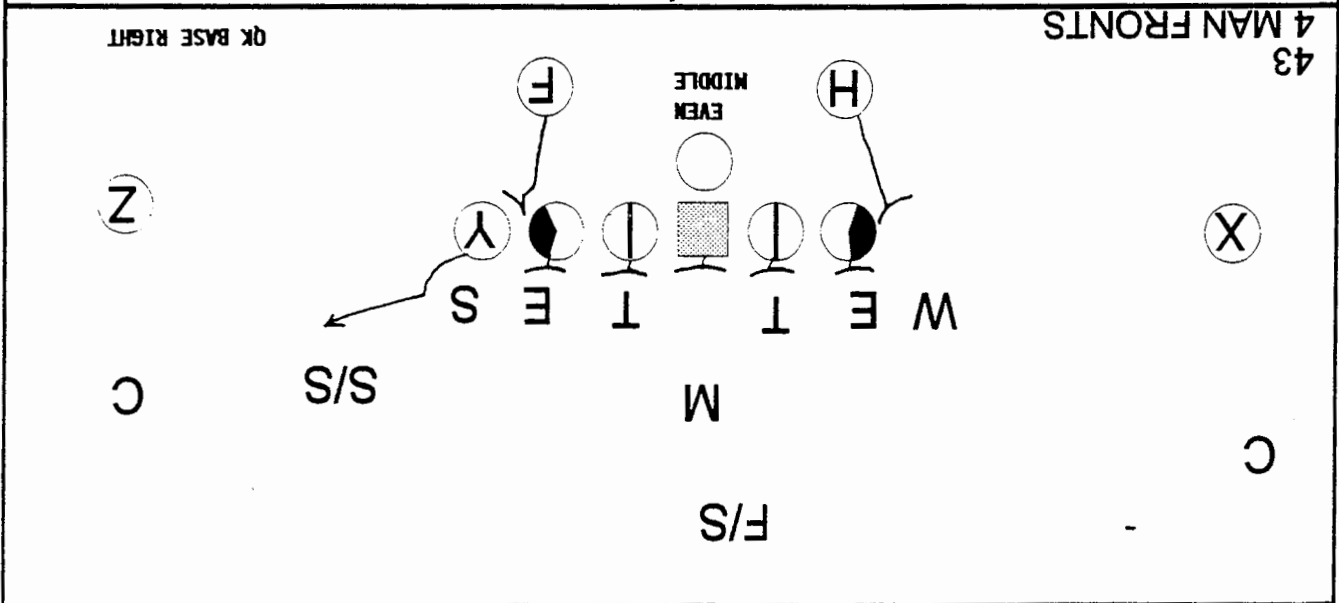
7 Man Protection- Man blocking. Be stout, take them on at the LOS. Quick protection technique.

A.) Center identify Mike(#0) **Riggin/Liggin** calls used vs. over and under fronts. **Even** or **Swap** calls used when covered by a LB or uncovered.

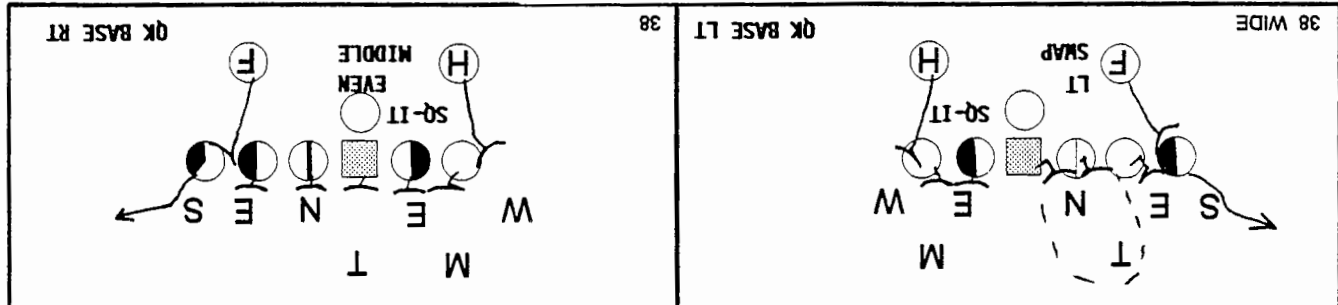
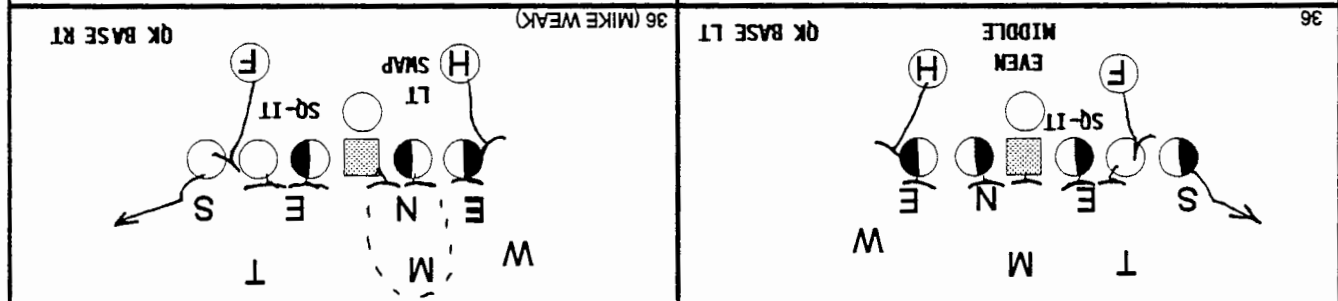
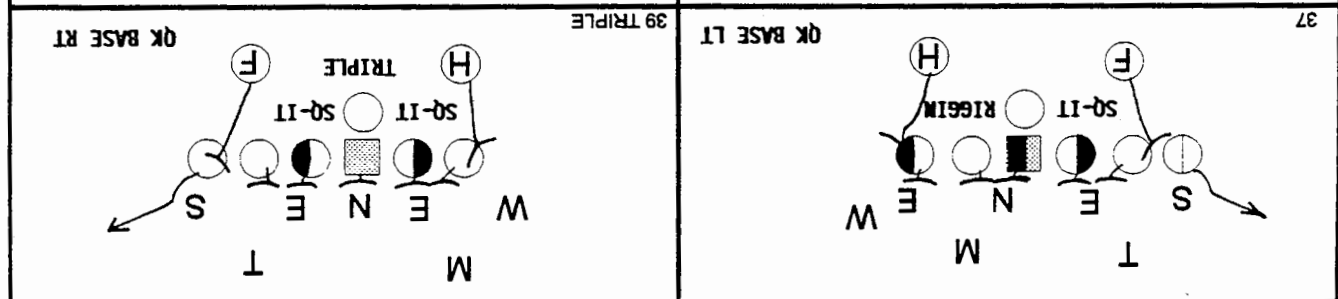
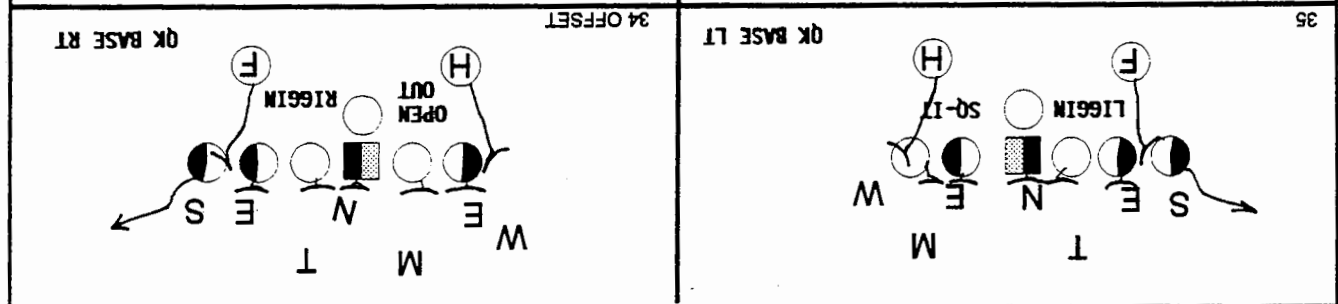
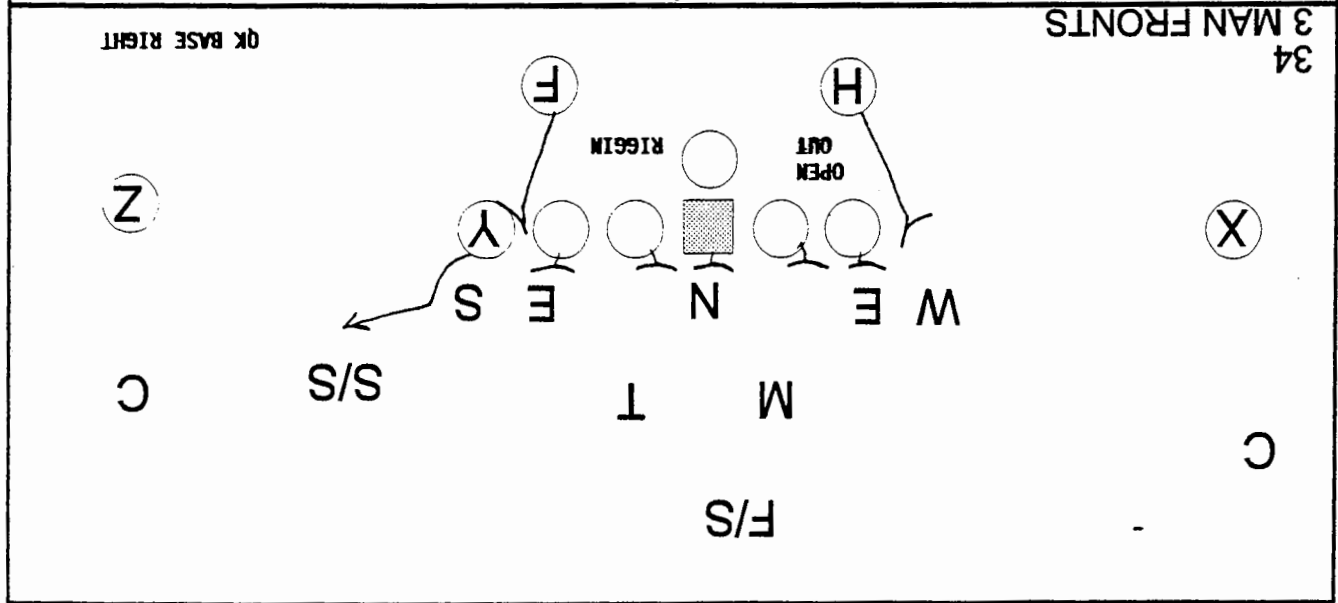
B.) Tackles, if #2 is LB, **Squeeze-It** calls.

C.) Area pick up (zone it off) all twists and blitzes inside.

Quick Base Protection



Quick Base Protection

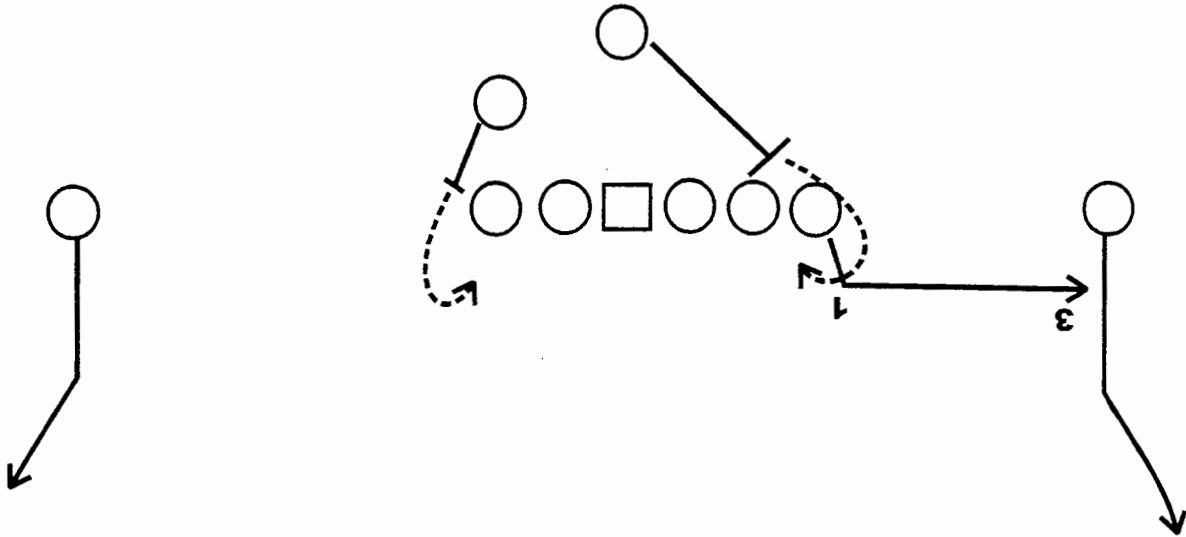


MIAMI DOLPHINS - OFFENSE

WEAK LT.

QUICK BASE LT. 919

Split
Weak
Double



X	OUTSIDE QUICK 9 ROUTE
Y	INSIDE 1 ROUTE
Z	OUTSIDE QUICK 9 ROUTE
FB	EMOL TO SIDE OF ALIGNMENT N/T CHECKDOWN
HB	EMOL TO SIDE OF ALIGNMENT N/T CHECKDOWN
QB	3 STEP DROP: X/Z RUN QUICK TAKE OFF (COULD BE QUICK DROP).

NOTES

QUICK MAX PROTECTION 8 Man Protection – 3 Step Drop

FB/HB: Scan rule. Responsible for perimeter blocking
1. S/S 2. F/S to Weak Corner blitz.

HB/FB: Man block #3 aggressive. Get Hands Down.

Y: Man block #3. Be stout.

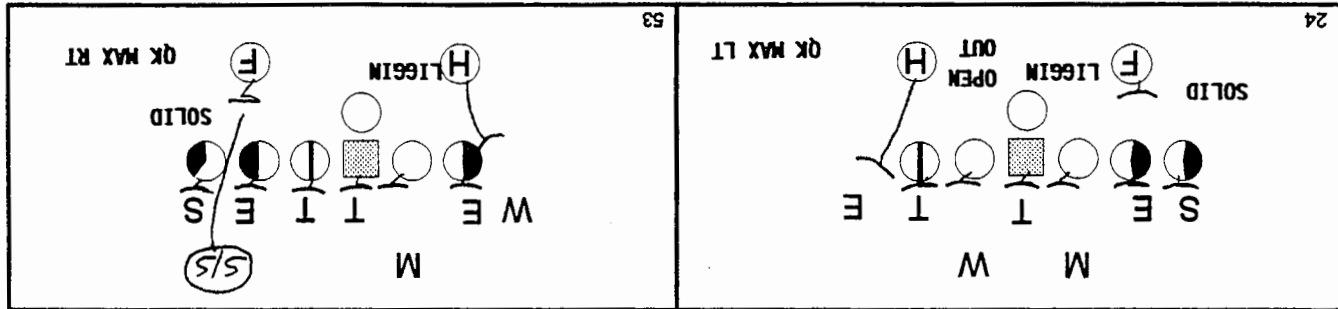
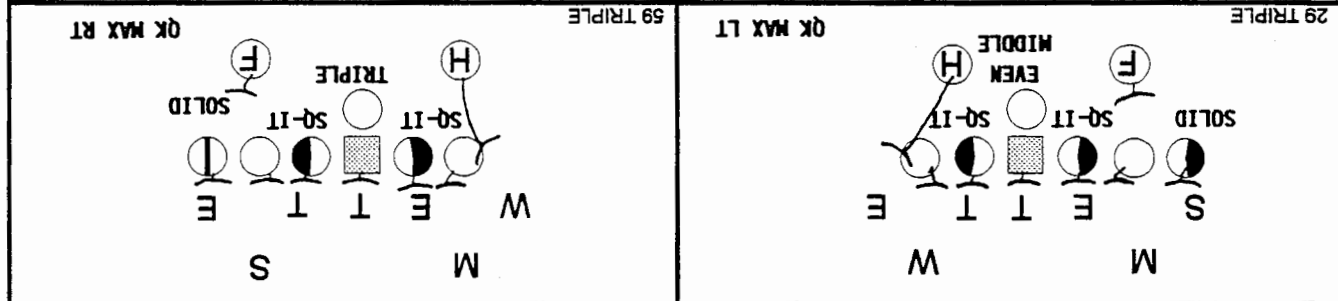
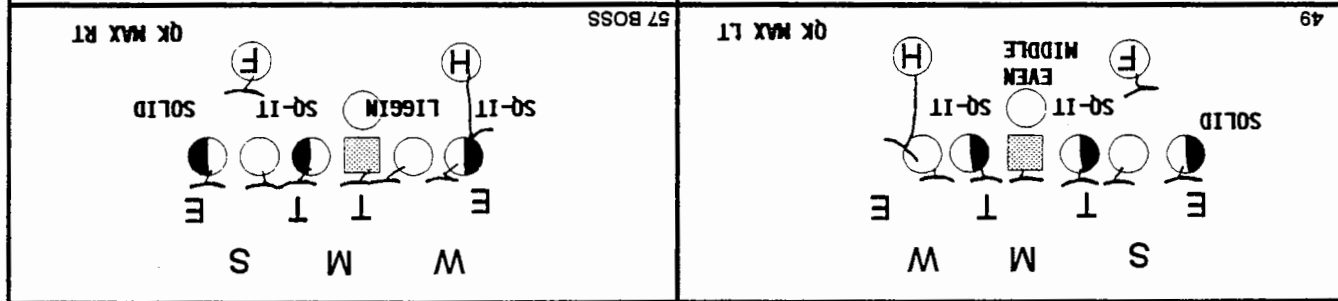
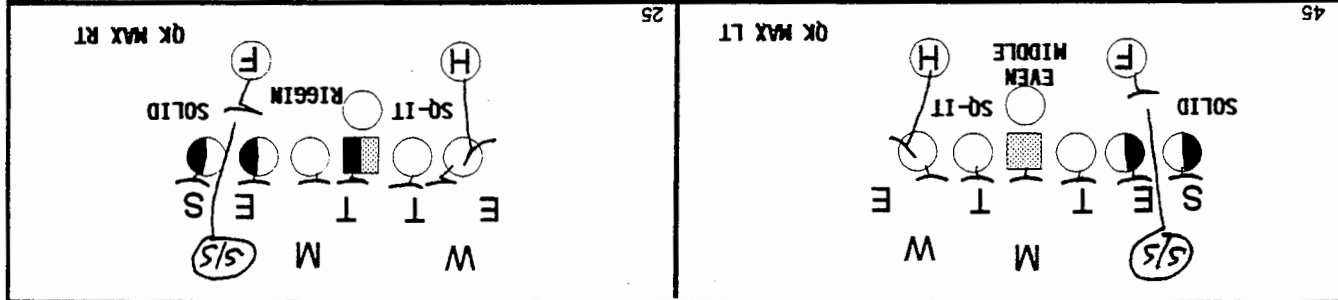
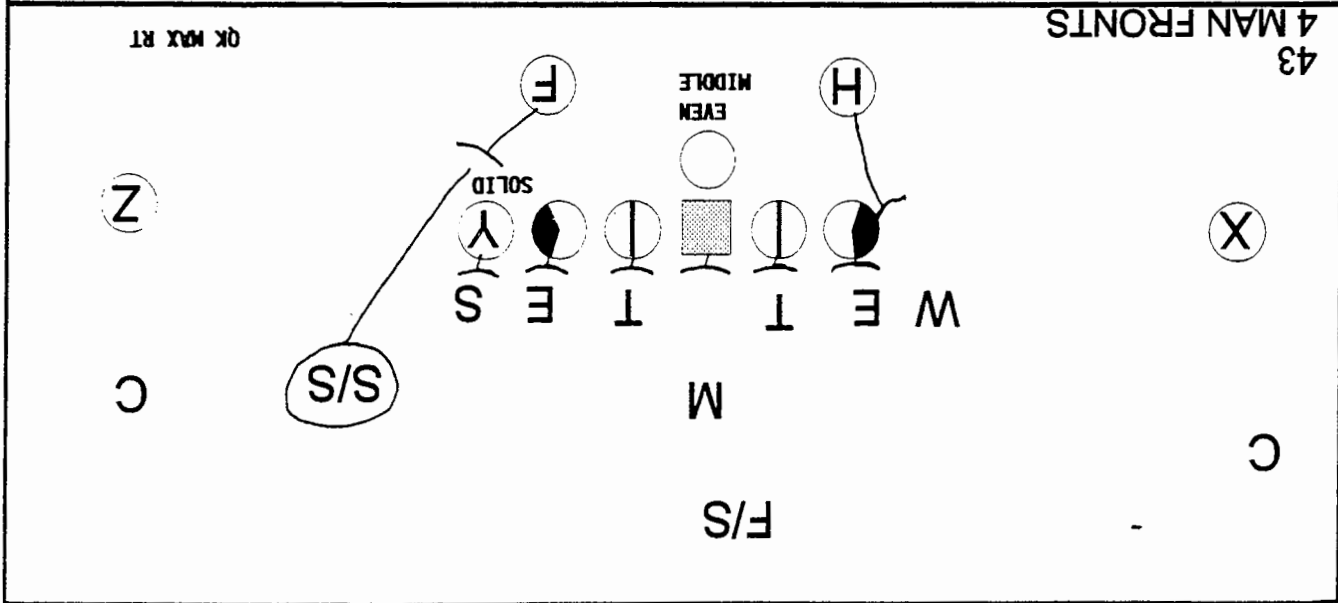
LINE: 8 Man Protection- Man blocking. Be stout, take them on
at the LOS.

A.) Center identify Mike(#0) **Riggin/Liggin** calls used vs.
over and under fronts. **Even** or **Swap** calls used when
covered by a LB or uncovered.

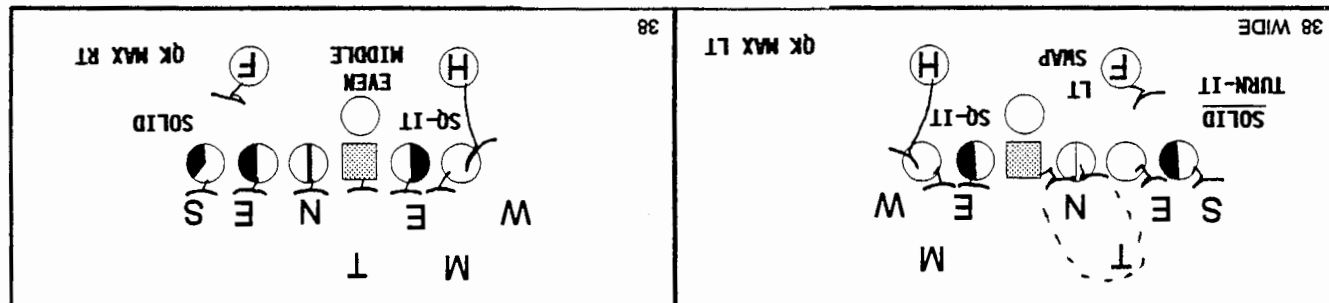
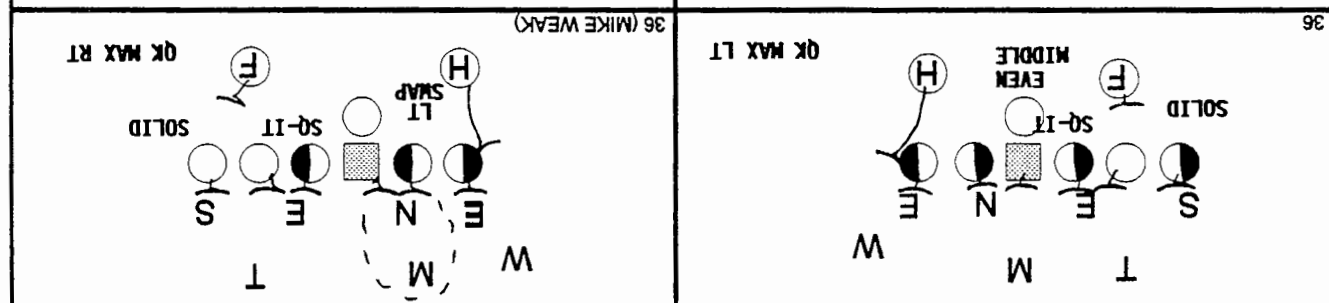
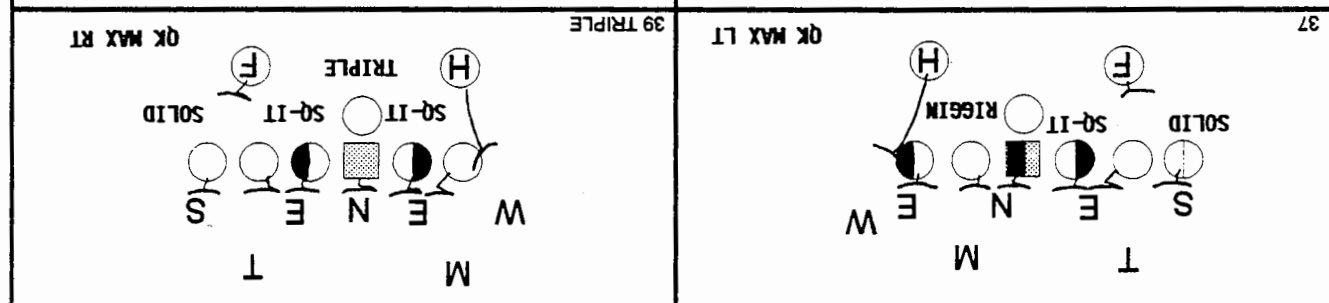
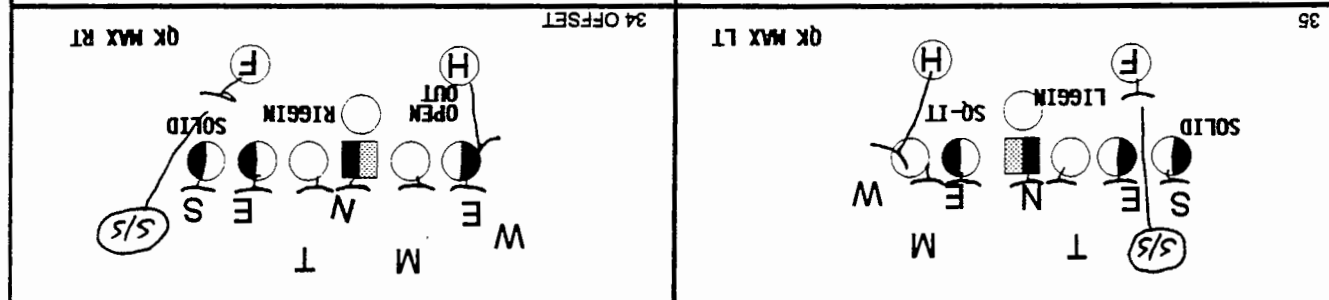
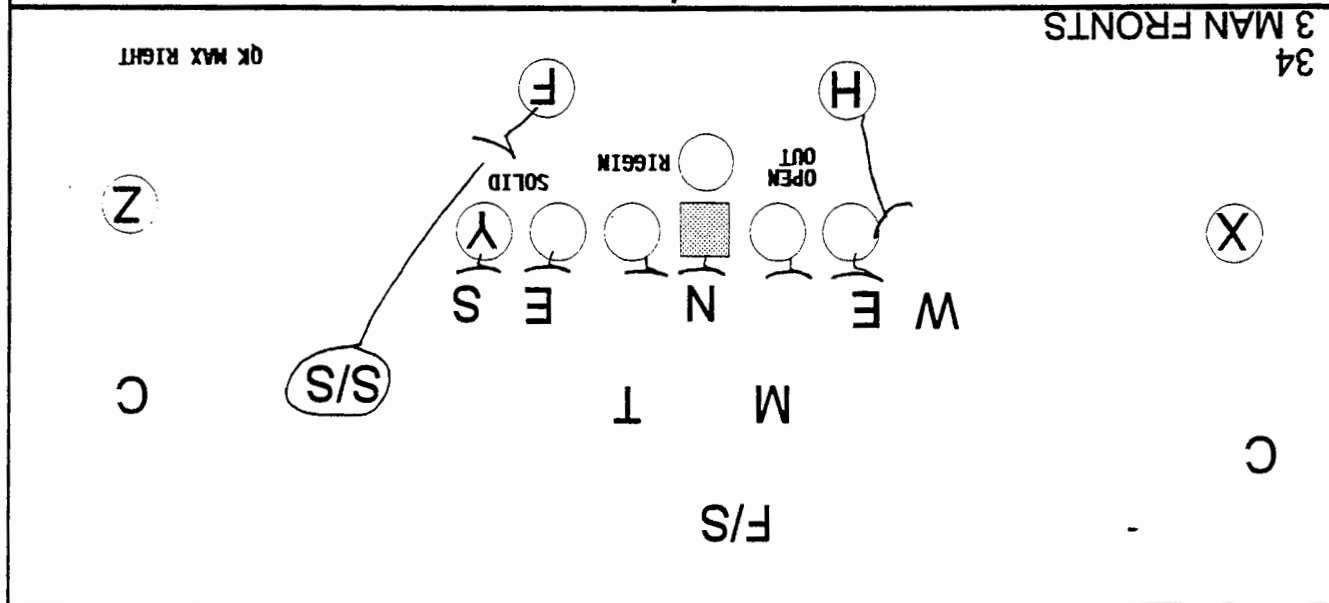
B.) Onside Tackle- If #2 is LB, **Squeeze-It** call. Marry up
with the TE on all E-S or S-E games.
Offside Tackle- If #2 is LB, **Squeeze-It** call. Possible
Gap-It (Free Safety walks up in A gap).

C.) Area pick up (zone it off) all twists and blitzes inside.

Quick Max Protection



Quick Max Protection

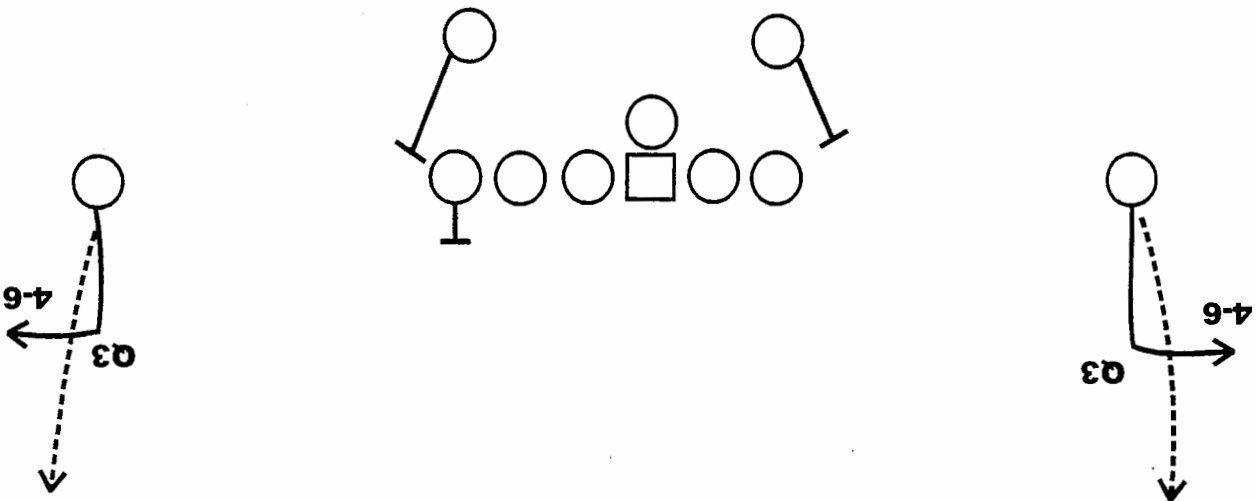


MIAMI DOLPHINS - OFFENSE

SPLIT RT.

QUICK MAX 33 (11) (BLOCK)

Split
Weak
Strong
Double



X	OUTSIDE QUICK 3 ROUTE (M/M - RUN ROUTE, ROTATION RUN TAKE OFF)
Y	BLOCK EMOL
Z	OUTSIDE QUICK 3 ROUTE (M/M - RUN ROUTE, ROTATION RUN TAKE OFF)
FB	BLOCK PERIMETER BLITZER (S/S or W/S)
HB	BLOCK EMOL
QB	3 STEP DROP: PICK A SIDE WITH CORNER OFF. ALERT ROTATION X/Z WILL RUN TAKE OFF.

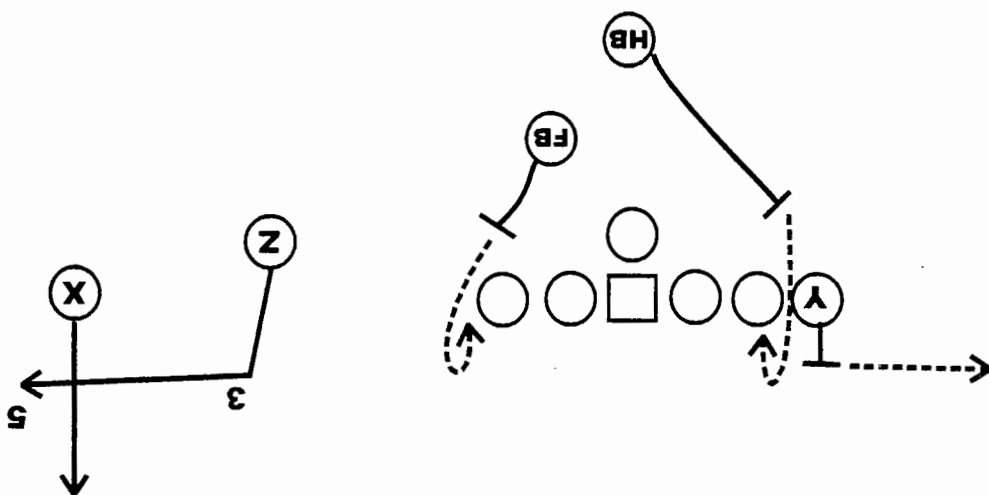
NOTES

X & Z: WHEN 1 ROUTE CALLED RUN TAKE OFF VS B/R or ROTATION.

MIAMI DOLPHINS - OFFENSE

WEAK LEFT SLOT
QUICK MAX LT. 19 (73)

Split
Weak
Strong



X	OUTSIDE 9 ROUTE (ALERT 12 CALL)
Y	AGGRESSIVE ON #3 N/T CHECK FLAT
Z	INSIDE 1 ROUTE
FB	BLOCK EMOL N/T CHECK DOWN
HB	SCAN RULE, N/T CHECK DOWN
QB	3 STEP DROP: QUICK LOOK FOR X N/T Z CORNER OFF Z ALL THE WAY

NOTES

Play Action

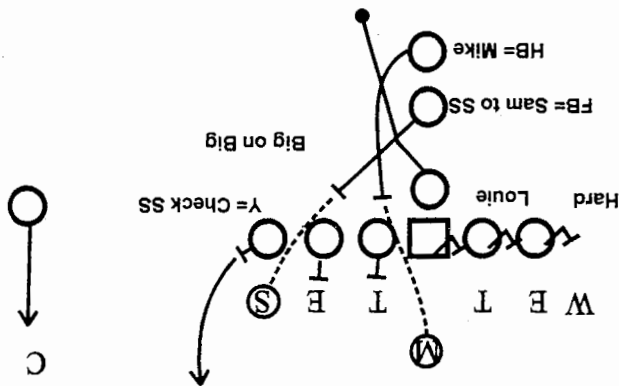
<u>ITEM</u>	<u>PAGE</u>
Pass 6-7 Strong	1-5
Pass 6-7 Weak	6-8
Pass 8-9 Strong	9-11
Pass 8-9 Weak	12-14
Pass 56-57 Slow	15-17
Lag Pass	18-20

Pass 6-7 (Strongside)

43

WS

SS



I Right

Play Description

Play Action protection (7 man protection). Offensive line slide away from the number called. FB = SAM, HB = MIKE

QB	Open to, fake "call" strong (tighter mesh), set up behind outside guard.
FB/HB	Aggressive at Sam, Sam not coming check down. Line= "FAN" vs "T" bubble. NOTE: Pass 56/57 = Mike
HB/FB	Fake "call" (tighter mesh) block Mike or Ted, not coming check down. Line= "FAN" vs "T" bubble. NOTE: Pass 56/57 = Sam
LINE	Slide away from the number called. First uncovered starts the slide. FAN call vs "T" bubble, "BIG ON BIG". Vs Triple look, center alert to make "Triple Check 30" call. Note: Can gameplan vs Triple looks, Big Roger or Big Louie, Outside Tackle starts the slide.
Y	Check strong safety (block your way out). If S/S blitzes outside block him. S/S blitzes inside block Sam, route.
Z	Route.
X	Route.

<p>25</p> <p>WS C C C E T M S</p> <p>LOUIE</p>	<p>35</p> <p>WS C C C E T M S</p> <p>ROGER</p>
<p>38</p> <p>45 Squirm Mike Strong</p> <p>WS C C C E T M S</p> <p>LOUIE</p> <p>ALERT-WILL IN MIDDLE</p>	<p>38</p> <p>WS C C C E T M S</p> <p>ROGER</p>
<p>37</p> <p>57 Boss</p> <p>WS C C C E T M S</p> <p>RIGGINS WALLIE</p> <p>ALERT-MIKE TUFF</p>	<p>37</p> <p>WS C C C E T M S</p> <p>RIGGINS WALLIE</p>
<p>49</p> <p>WS C C C E T M S</p> <p>LOUIE FAN</p>	<p>39</p> <p>WS C C C E T M S</p> <p>LOUIE FAN</p>
<p>53</p> <p>53 Joker</p> <p>WS C C C E T M S</p> <p>RIGGINS WALLIE</p> <p>ALERT-MIKE TUFF</p>	<p>53</p> <p>WS C C C E T M S</p> <p>RIGGINS WALLIE</p>
<p>34</p> <p>246</p> <p>WS C C C E T M S</p> <p>LOUIE</p>	<p>246</p> <p>WS C C C E T M S</p> <p>FAN TRIPLE V 30</p>

STRONG LT.

PASS 7-628 FLAT/CHECK

Strong

X	OUTSIDE 6 ROUTE
Y	INSIDE 2 ROUTE ALERT S/S (BASE PROT.)
Z	OUTSIDE 8 ROUTE
FB	AGGRESSIVE AT SAM N/T - FLAT
HB	GOOD FAKE TO STRONG SIDE LOOK FOR MIKE or TED N/T CHECK DOWN TO WEAKSIDE OF BALL.
QB	OPEN TO GOOD FAKE SET UP AT 7 STEPS BEHIND GUARDS. LOOK FOR Y N/T X TO CHECK DOWN. MIDDLE OPEN LOOK TO Z.

NOTES

QB: CAN CALL PASS 6/7 - 728 FLAT/CHECK

4

NOTES

QB: CAN CALL PASS 6/7 - 728 FLAT/CHECK

4

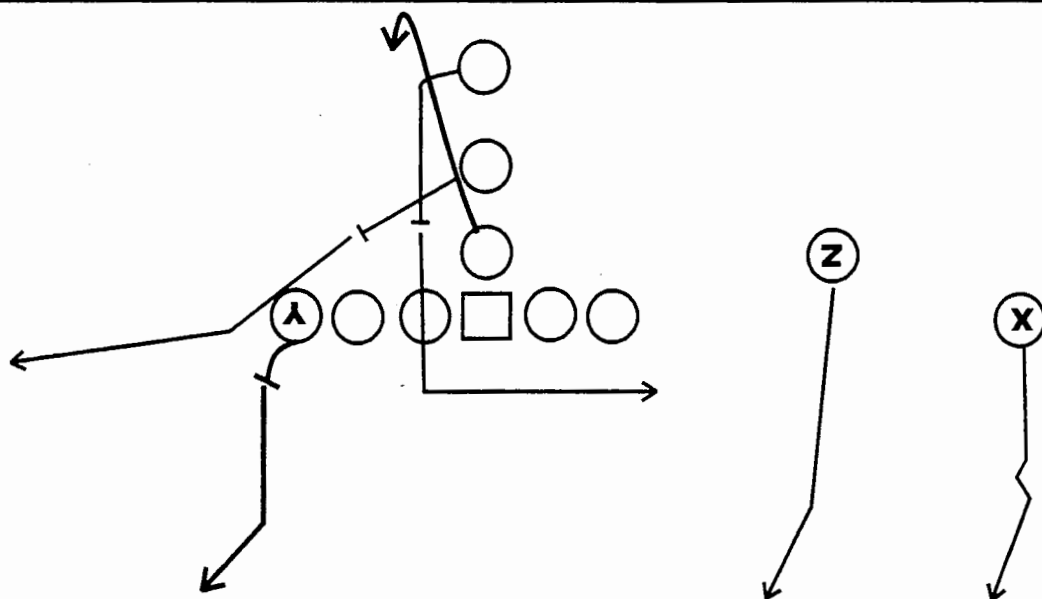
QB	LOOK FOR Y N/T X TO CHECK DOWN. MIDDLE OPEN LOOK TO Z. OPEN TO GOOD FAKE SET UP AT 7 STEPS BEHIND GUARDS.
HB	GOOD FAKE TO STRONG SIDE LOOK FOR MIKE or TED N/T CHECK DOWN TO WEAKSIDE OF BALL.
FB	AGGRESSIVE AT SAM N/T - FLAT
Z	OUTSIDE 8 ROUTE
Y	INSIDE 2 ROUTE ALERT S/S (BASE PROT.)
X	OUTSIDE 6 ROUTE

The diagram shows a 2D environment with a robot (a small circle) at the bottom left. A solid line with an arrow points from the robot towards a goal (a small circle) at the top right. The path is labeled '18-20'. There are several obstacles represented by circles and a square. A dashed line with an arrow points from the robot towards the goal, passing through the obstacles. The path is labeled '4-6'. There are also solid lines with arrows pointing from the robot towards the goal, passing through the obstacles. The path is labeled '1-3'. The diagram is labeled 'Figure 1' at the bottom.

STRONG LT.	PASS 7-628 FLAT/CHECK	Strong
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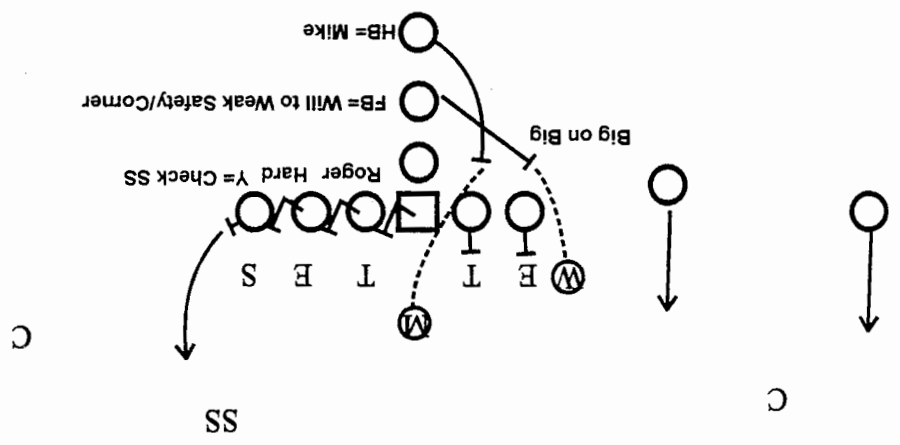
MIAMI DOLPHINS - OFFENSE

1 RT. SLOT
PASS 6 788 FLAT DART



X	OUTSIDE 2 MOVE POST
Y	CHECK S/S N/T INSIDE 7 ROUTE
Z	INSIDE POST TO FAR CORNER
FB	CHECK SAM N/T:FLAT
HB	OPEN STEP, FAKE. CHECK MIKE N/T RUN DART OR CHECK DEPENDING ON CALL.
QB	OPEN TO, QUICK 5 STEP DROP: QUICK FAKE TO THE HB. Y FIRST N/T; Z TO X N/T; DART.

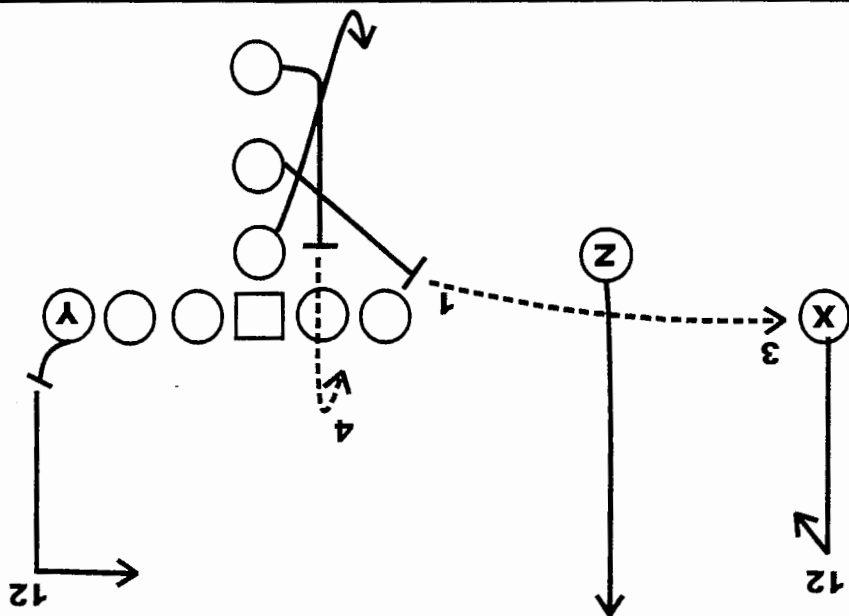
NOTES

Pass 6-7 (Weakside)	<div data-bbox="1437 1816 1485 1858">43</div> <div data-bbox="203 1281 1485 1806"> <p>Pass 7 Weak</p> <p>I Right Slot</p>  </div>	
<div data-bbox="1193 1228 1485 1270">Play Description</div> <p>Play Action protection (7 man protection) to the weakside. Offensive line slide away from the number called. FB=Will, HB = Mike</p>		
QB	Open to, fake "call" weak (tighter mesh), set up behind inside guard.	
FB/HB	Aggressive at Will, Will not coming check down. Line= FAN vs "5" look ("T" bubble).	
HB/FB	Fake "call" weak (tighter mesh) block Mike, not coming, check down. FAN vs "5" look ("T" bubble).	
LINE	<p>Slide away from the number called. First uncovered starts the slide. FAN call vs "5" look ("T" bubble). BIG ON BIG. Vs triple look, center alert to make "Triple Check 30" call. Note: Can gameplan vs Triple looks, Big Roger or Big Louie, Onside Tackle starts the slide.</p>	
Y	Check strong safety (block your way out). If S/S blitzes outside block him. S/S blitzes inside block Sam, route.	
Z	Route.	
X	Route.	

PASS 6 (WEAKSIDE)

PASS 7 (WEAKSIDE)

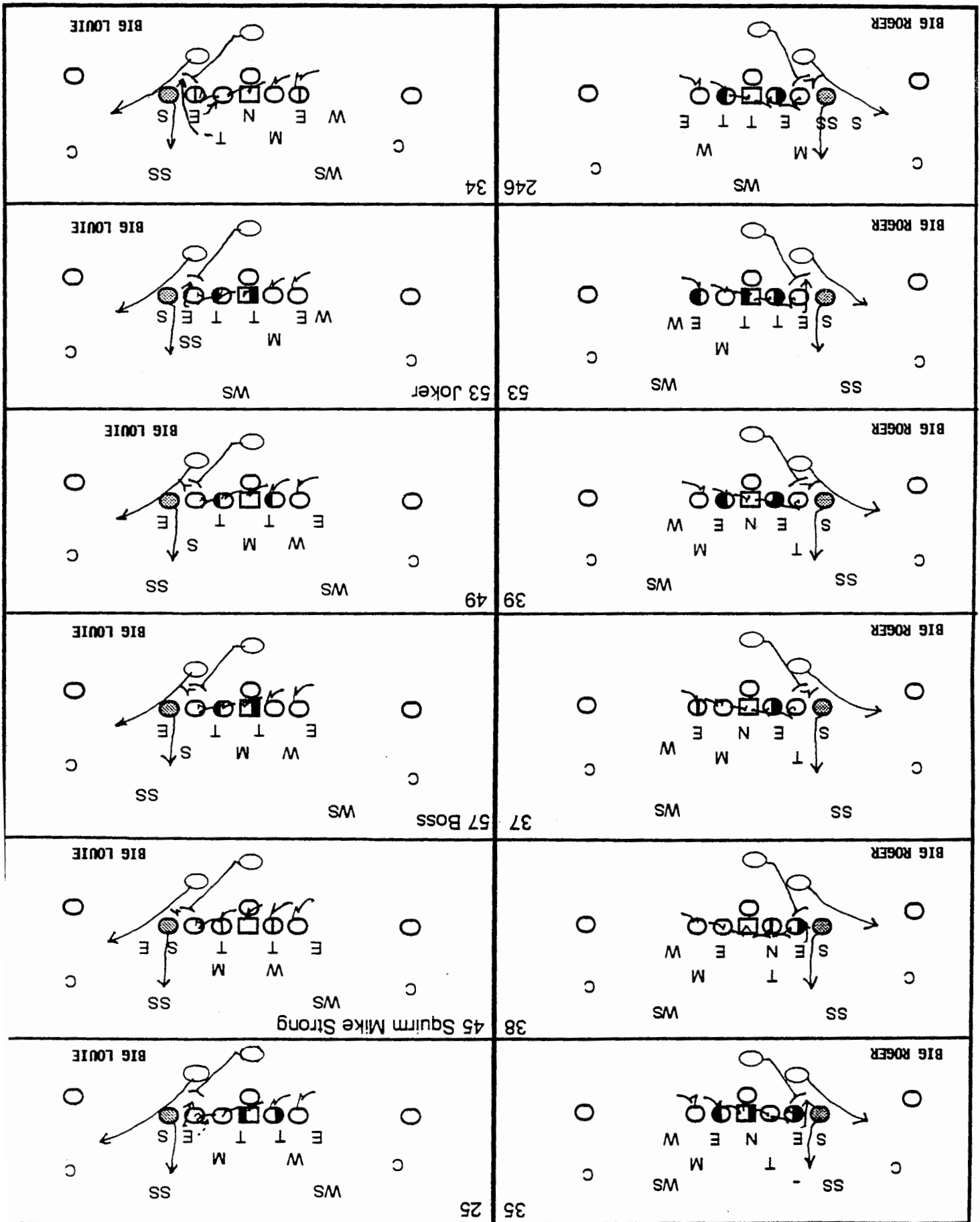
<p>35</p>	<p>25</p>
<p>38</p>	<p>45 Squirm Mike Strong</p>
<p>37</p>	<p>57 Boss</p>
<p>39</p>	<p>49</p>
<p>53</p>	<p>53 Joker</p>
<p>246</p>	<p>34</p>

Weak
I

QB	FB TO HB OPEN TO, GOOD FAKE TO TB SET UP AT 5 STEPS LOOK X TO
HB	GOOD FAKE OFF CALL CHECK MIKE N/T CHECK DOWN
FB	AGGRESSIVE AT WILL N/T CHECK FLAT
Z	INSIDE 9 ROUTE
Y	CHECK S/S N/T OUTSIDE 6 ROUTE
X	OUTSIDE 4 ROUTE

8

Pass 8-9 (Strongside)	
43	
Pass 8	
I Right	
Play Description	
Play Action protection (6 man protection). Offensive Line full slide away from the number called (Big Roger or Big Louie). HB=1st defender off callside tackles butt.	
QB	Open to, quick 5 step. Quick fake to HB. Look for FB now if n/t. Y to Z.
FB/HB	Free release. Run route.
HB/FB	Block first defender to show off the callside Tackles butt.
LINE	Full slide away from the number called- Big Roger or Big Louie.
Y	Route= 7. Inside release if possible. (No Hots)
Z	Route.
X	Route.

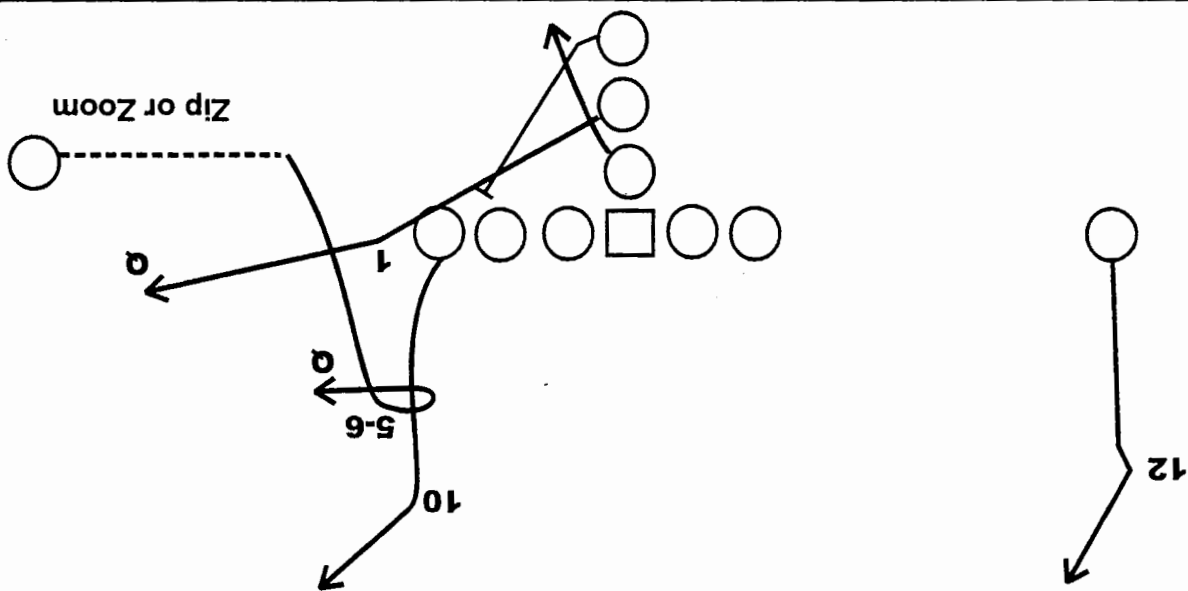


MIAMI DOLPHINS - OFFENSE

PASS 8 - 872 CHINA FLAT

1 RT, ZIP

Strong



OUTSIDE 8 ROUTE

INSIDE 7 ROUTE

OUTSIDE 2 CHINA ROUTE (a)

FREE RELEASE - FLAT (a)

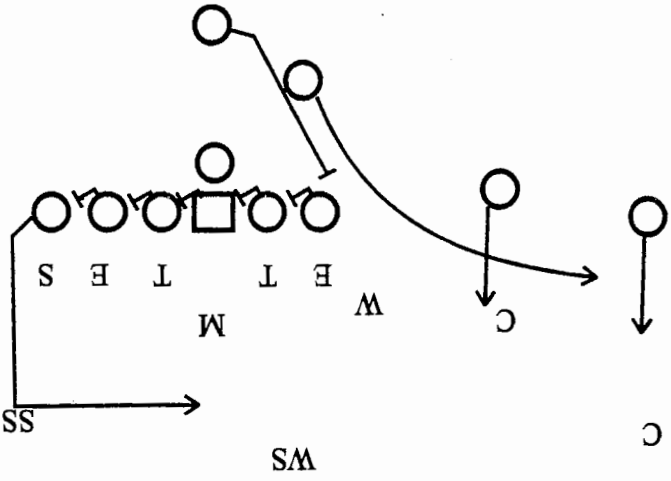
OPEN STEP, TAKE ANGLE TO OUTSIDE LEG OF OT: CUT FIRST

DEFENDER OUTSIDE OT

OPEN TO, 5 STEP DROP: QUICK FAKE TO TB LOOK FOR FB NOW, N/T Y/Z

PRE-SNAP - 3 DEEP CORNER LOOK TO X.

NOTES

Pass 8-9 (Weakside)	
43	
Pass 9	Weak Right Slot
Play Description Play Action protection (6 man protection). Offensive Line full slide away from the number called (Big Roger or Big Louie). HB=1st defender off callside tackles butt.	
QB	Open to, quick 5 step. Quick fake to HB. Look for FB now if n/t Y to Z.
FB/HB	Free release. Run route.
HB/FB	Block first defender to show off the callside Tackles butt.
LINE	Full slide away from the number called- Big Roger or Big Louie.
Y	Check S/S. N/T inside 6 route (like Pass 6 or 7)
Z	Route.
X	Route.

PASS 8 (WEAKSIDE)

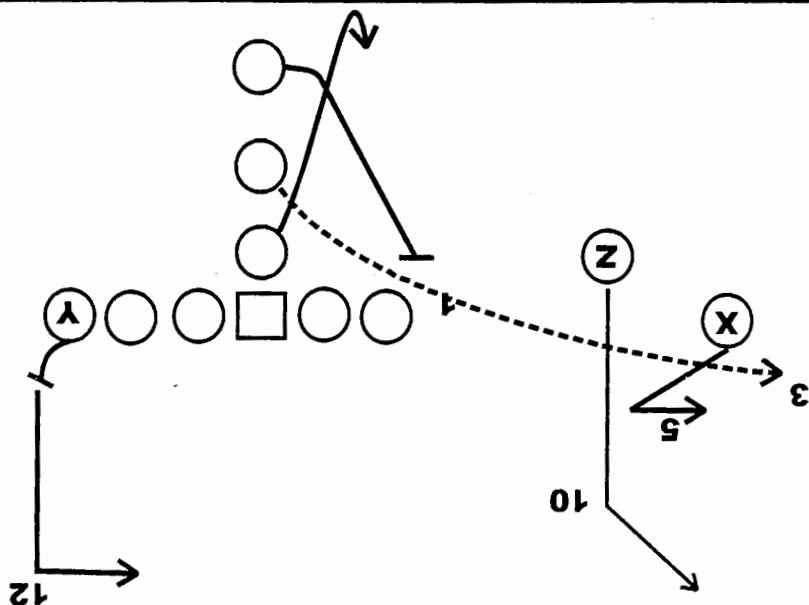
PASS 9 (WEAKSIDE)

<p>35</p> <p>BIG LOUIE</p> <p>SS -</p> <p>WS</p> <p>C</p> <p>C</p>	<p>25</p> <p>BIG ROGER</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>
<p>38</p> <p>BIG LOUIE</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>	<p>45 Squirm Mike Strong</p> <p>BIG ROGER</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>
<p>37</p> <p>BIG LOUIE</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>	<p>57 Boss</p> <p>BIG ROGER</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>
<p>39</p> <p>BIG LOUIE</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>	<p>49</p> <p>BIG ROGER</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>
<p>53</p> <p>BIG LOUIE</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>	<p>53 Joker</p> <p>BIG ROGER</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>
<p>246</p> <p>BIG LOUIE</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>	<p>34</p> <p>BIG ROGER</p> <p>SS</p> <p>WS</p> <p>C</p> <p>C</p>

13

Weak	Double
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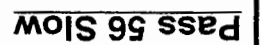
PASS 9 672 CHINA FLAT



X	OUTSIDE 2 CHINA ROUTE
Y	CHECK S/S N/T INSIDE 6 ROUTE
Z	INSIDE 7 ROUTE
FB	FREE RELEASE FLAT (Q)
HB	OPEN STEP, TAKE ANGLE TO OUTSIDE LEG OF OT; CUT FIRST DEFENDER OUTSIDE OT
QB	OPEN TO, QUICK 5 STEP DROP; QUICK FAKE TO THE HB. LOOK FOR FB NOW. N/T Z TO X.

14

43



Play Description

QB

FB/HB

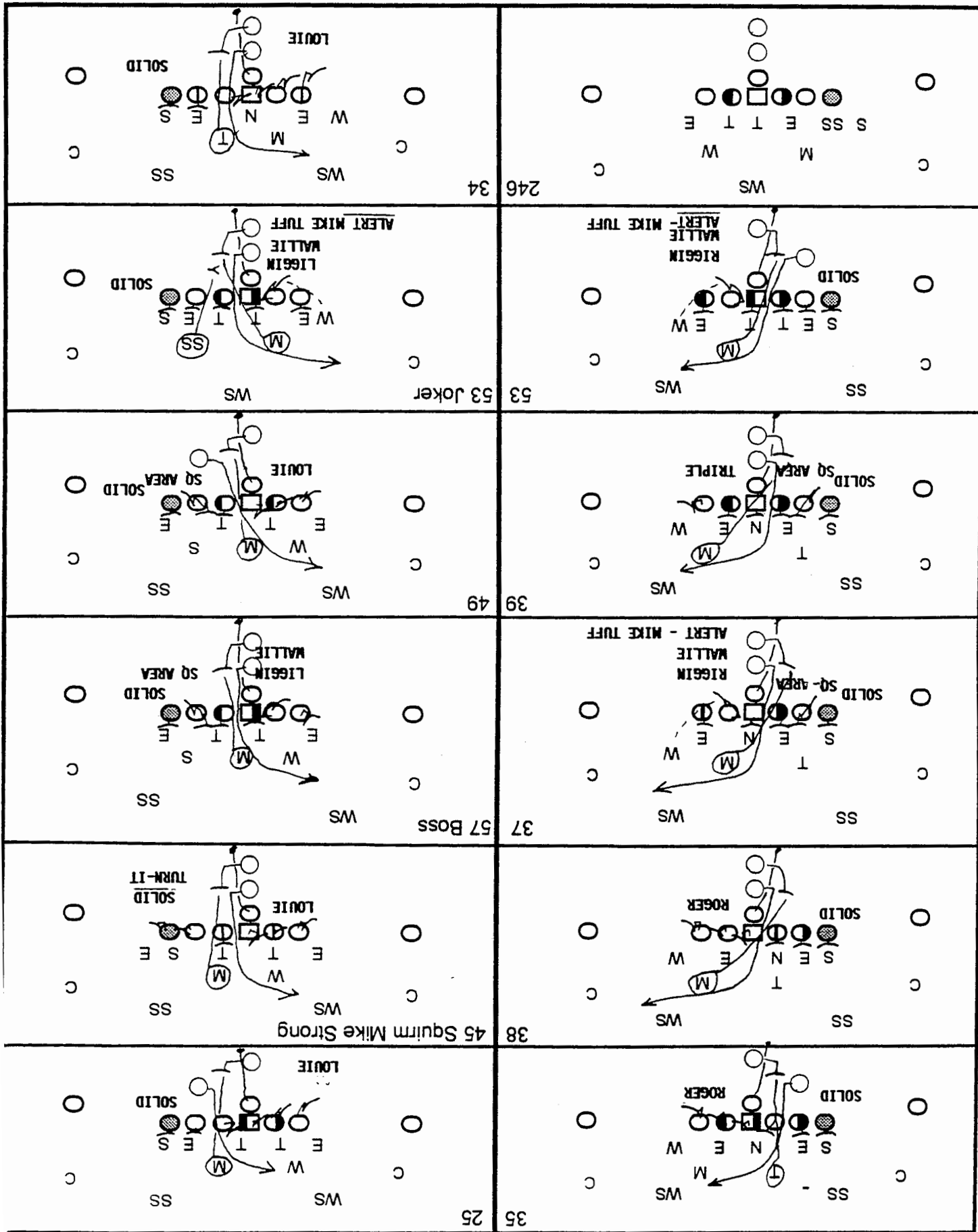
HB/FB

LINE

$$\overline{Z}$$

X

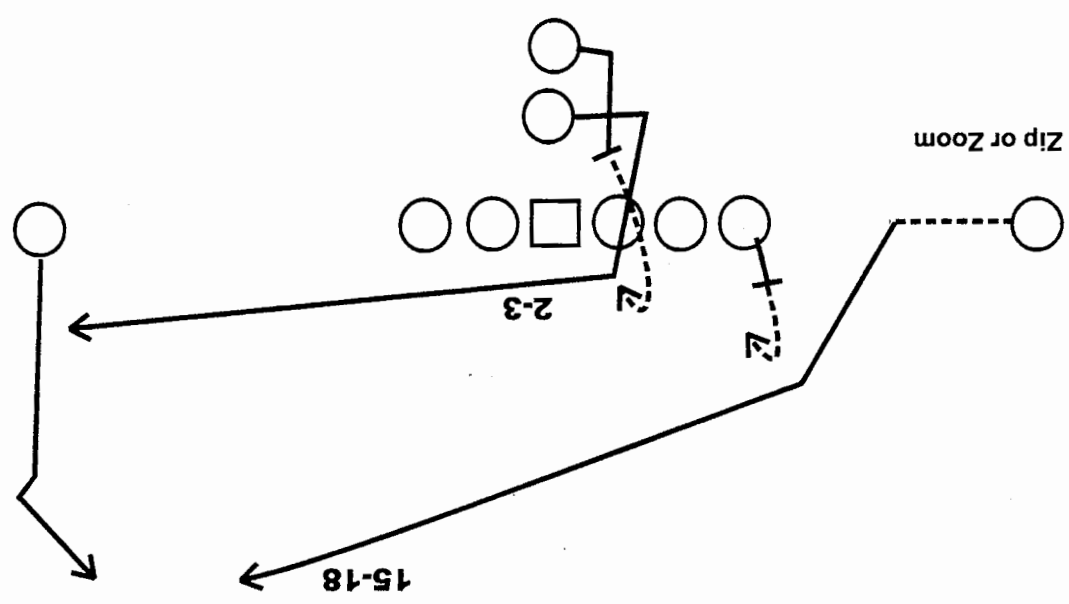
Route.



MIAMI DOLPHINS - OFFENSE

LT. PASS 57 SLOW - 82 DART/CHECK

Strong Split

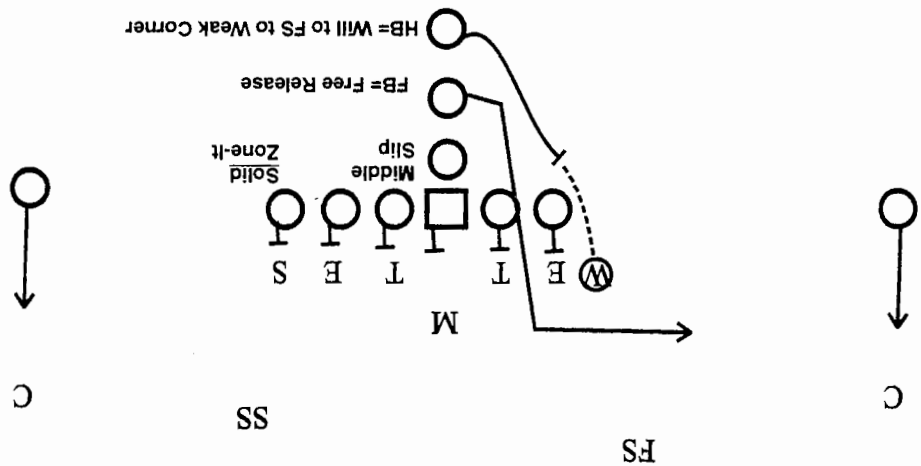


X	OUTSIDE 8 ROUTE
Y	SLOW BLOCK EMOL - N/T CHECK DOWN
Z	OUTSIDE DEEP 2 ROUTE (ZIP MOTION)
FB	FREE RELEASE - RUN DART
HB	FAKE LEAD DRAW CHECK MIKE or TED. N/T CHECK DOWN
QB	GOOD FAKE OF THE LEAD DRAW WORK X TO FB. MIDDLE OPEN LOOK TO X.

NOTES

Lag Pass Rt-Lt (Weakside)

43



Lag Pass Rt

Left

Play Description

Play Action pass off Lag Draw action (7 man protection). This will always be run to the weakside of the formation. The offensive line wants to give the defense a DRAW READ.

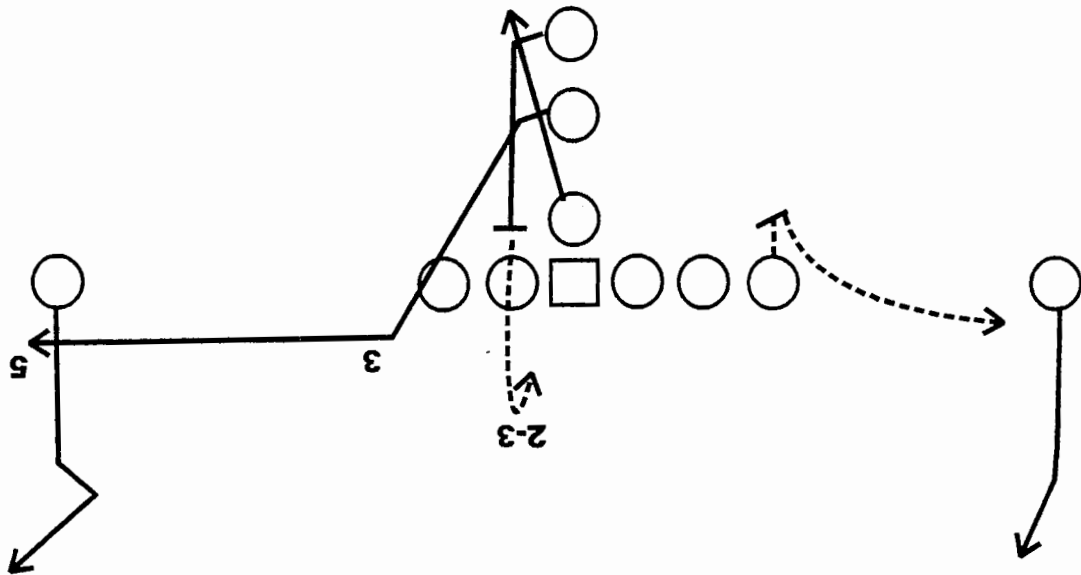
QB	Fake Lag Draw Action called. Set up between the G-T box approx. 7 yards deep and execute your progression.
FB/HB	Free release, run route called.
HB/FB	Fake Lag Draw. Block Will LB. N/T check down.
OFF-T	Block the run action called. Man block #2. Give Draw read. Alert Swoop vs Joker
OFF-G	Block the run action called. Man block #1. Give Draw read.
C	Block the run action called. Man block #0. Give Draw read.
ON-G	Block the run action called. Man block #1. Give Draw read.
ON-T	Block the run action called. Man block #2. Give Draw read. If #2 is LB, Fan for #3. (Lester or Ralph vs a T bubble.
Y	Block the run action called. Man block #3. Alert for a Zone-It call. Alert Swoop vs Joker
Z	Route.
X	Route.

<p>35</p> <p>SS WS</p>	<p>35</p> <p>SS WS</p>
<p>45 Squirm Mike Strong</p> <p>SS WS</p>	<p>38</p> <p>SS WS</p>
<p>57 Boss</p> <p>SS WS</p>	<p>37</p> <p>SS WS</p>
<p>49</p> <p>SS WS</p>	<p>39</p> <p>SS WS</p>
<p>53 Joker</p> <p>SS WS</p>	<p>53</p> <p>SS WS</p>
<p>34</p> <p>SS WS</p>	<p>246</p> <p>SS WS</p>

MIAMI DOLPHINS - OFFENSE

LAG PASS RT. - 78 FLAT/CHECK

Weak



OUTSIDE 7 ROUTE
Vs. 3 DEEP = 5 ROUTE
Vs COV 2 = RUN IT OFF W/S.

BLOCK EMOL - CHECK FLAT

OUTSIDE 8 ROUTE

FREE RELEASE INSIDE END - RUN FLAT

FAKE LAG DRAW - KEY WILL N/T CHECK DOWN.

QB
GOOD FAKE OF LAG DRAW SET UP BETWEEN GUARD & TACKLE.
LOOK X TO FB. Z IF MIDDLE OPEN.

NOTES

Run Action

<u>ITEM</u>	
Rambo Call	1-3
Rambo Belly	4-6
Counter Pass	7-9
<u>PAGE</u>	

"Rambo" Call Left/Right	
43 Will Hip	
<p>The term "Rambo" is an alert to the offensive team to block the protection exactly like the run called. It is important to give the defense a "RUN READ", so that the defense reacts to the run. Make the play "sound" like the run.</p>	
"Rambo" Call Lt	Weak Right
Play Description	
QB	Execute the Belly Rt or Lt footwork. Need good fake. Follow faking back with eyes while dropping five quick steps, set feet to throw.
BB	Block the play called aggressively. MONGO : man block #3. LESTER or RALPH = block Will.
BC	No blocking responsibility. Make a great fake, make the defense tackle you.
OFF-T	Man block #2. Same as Call. Play Action Hinge technique.
OFF-G	Man block #1. Same as Call. Play Action Hinge technique.
C	Man block #0. Same as Call. High pressure control technique.
ON-G	Man block #1. Same as Call. High pressure control technique.
ON-T	Make the Call, MONGO= Man block #2. LESTER or RALPH vs a "5" technique or a "T" bubble..
Y	Man block #3. Same as Call. High pressure control technique.
Z	Run route called.
X	Run route called.

<p>34</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>246</p> <p>WS</p> <p>RAMBO CALL LEFT</p>
<p>53 Joker</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>53</p> <p>SS</p> <p>RAMBO CALL LEFT</p>
<p>49</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>39</p> <p>WS</p> <p>RAMBO CALL LEFT</p>
<p>57 Boss</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>37</p> <p>SS</p> <p>RAMBO CALL LEFT</p>
<p>45 Squirm Mike Strong</p> <p>(REG) I LEFT</p> <p>RAMBO CALL LEFT</p>	<p>38</p> <p>SS</p> <p>RAMBO CALL LEFT</p>
<p>25</p> <p>(REG) WEAK RIGHT</p> <p>RAMBO CALL LEFT</p>	<p>35</p> <p>SS</p> <p>RAMBO CALL LEFT</p>

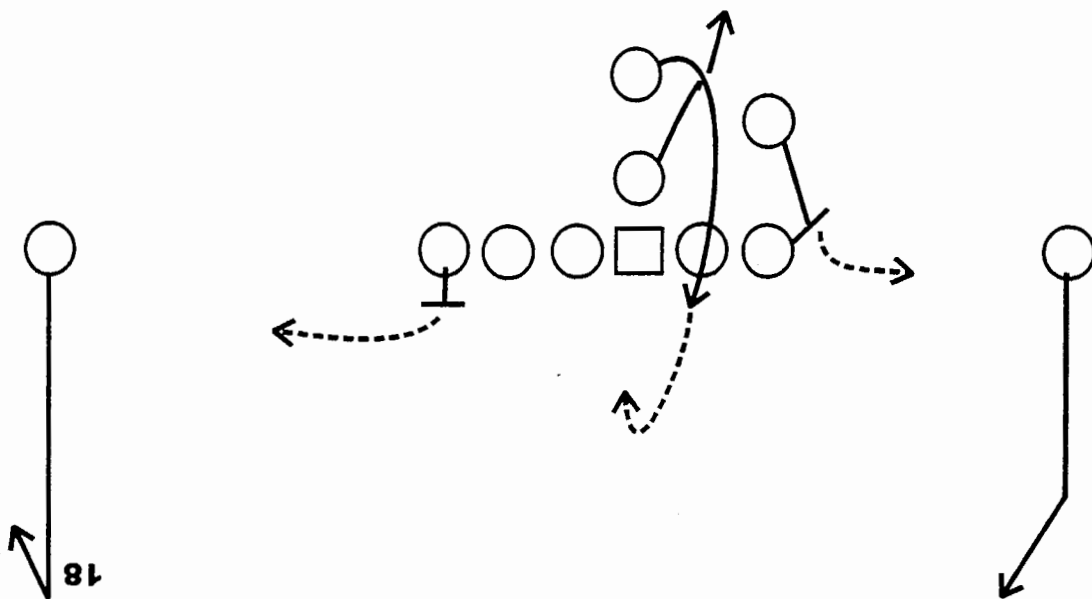
"RAMBO" CALL LEFT

"RAMBO" CALL RIGHT

Q8 - DO NOT RUN UNLESS GAME PLANNED!

MIAMI DOLPHINS - OFFENSE

WEAK RT.
RAMBO CALL LT. - 85 CHECK



QB	HARD FAKE OF CALL - LOOK X TO Z TO CHECKDOWN.
HB	FAKE CALL, SELL OUT, IF NOT TACKLED CHECK DOWN.
FB	BLOCK WILL, N/T LEAK OUT
Z	OUTSIDE 5 ROUTE
Y	BLOCK #3 BACKSIDE, N/T LEAK OUT
X	OUTSIDE 8 ROUTE

NOTES

<p>"Rambo" Belly Right/Left</p>	<div> <div> <p>43</p> </div> <div> <p>"Rambo" Belly Rt</p> <p>Double Right</p> </div> </div>	
<p>Play Description</p> <p>The term "Rambo" is an alert to the offensive team to block the protection exactly like the run called. It is important to give the defense a "RUN READ", so that the defense reacts to the run. Make the play "sound" like the run.</p>		
<p>QB</p> <p>Execute the Belly Rt or Lt footwork. Need good fake. Follow faking back with eyes while dropping five quick steps, set feet to throw.</p>	<p>BB</p> <p>Man block #3 same as Belly. If aligned in backfield use "seal" technique.</p>	<p>BC</p> <p>No blocking responsibility. Make a great fake, make the defense tackle you.</p>
<p>OFF-T</p> <p>Man block #2. Same as Belly. Play Action Hinge technique.</p>	<p>OFF-G</p> <p>Man block #1. Same as Belly. Play Action Hinge technique.</p>	<p>C</p> <p>Man block #0. Same as Belly. High pressure control technique.</p>
<p>ON-G</p> <p>Man block #1. Same as Belly. High pressure control technique.</p>	<p>ON-T</p> <p>Man block #2. Same as Belly. High pressure control technique.</p>	<p>Y</p> <p>Man block #3. Same as Belly. High pressure control technique.</p>
<p>Z</p> <p>Run route called.</p>	<p>X</p> <p>Run route called.</p>	

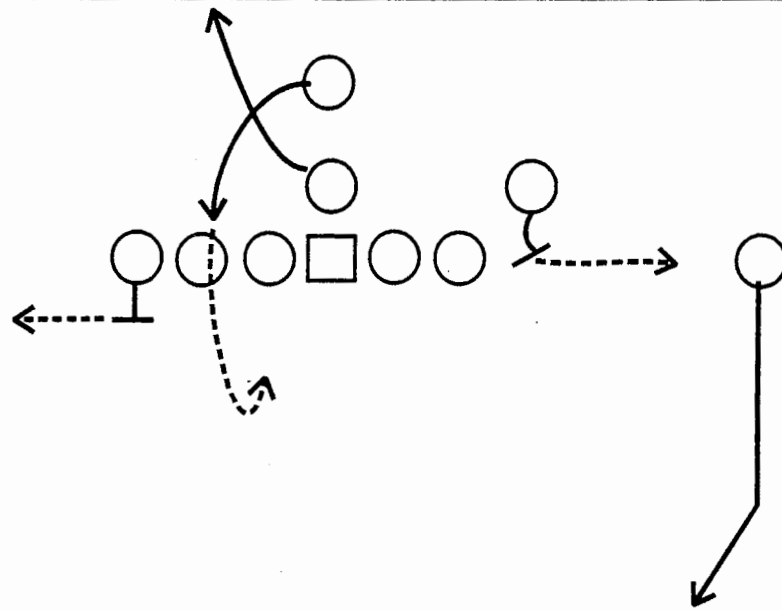
<p>RAMBO BELLY RIGHT</p> <p>(REG) WEAK RIGHT</p> <p>34</p>	<p>QB - DO NOT RUN UNLESS GAME PLANNED!</p> <p>246</p>
<p>RAMBO BELLY RIGHT</p> <p>(REG) DOUBLE RIGHT</p> <p>53 Joker</p>	<p>DOUBLE LEFT</p> <p>(REG)</p> <p>53</p>
<p>RAMBO BELLY RIGHT</p> <p>(REG) WEAK RIGHT</p> <p>49</p>	<p>WEAK LEFT</p> <p>(REG)</p> <p>39</p>
<p>RAMBO BELLY RIGHT</p> <p>(REG) WEAK RIGHT</p> <p>57 Boss</p>	<p>WEAK LEFT</p> <p>(REG)</p> <p>37</p>
<p>RAMBO BELLY RIGHT</p> <p>(H) ACE RIGHT</p> <p>45 Squirm Mike Strong</p>	<p>ACE LEFT</p> <p>(F)</p> <p>38</p>
<p>RAMBO BELLY RIGHT</p> <p>(REG) WEAK RIGHT</p> <p>25</p>	<p>DOUBLE LEFT</p> <p>(REG)</p> <p>35</p>

"RAMBO" BELLY RIGHT

"RAMBO" BELLY LEFT

MIAMI DOLPHINS - OFFENSE

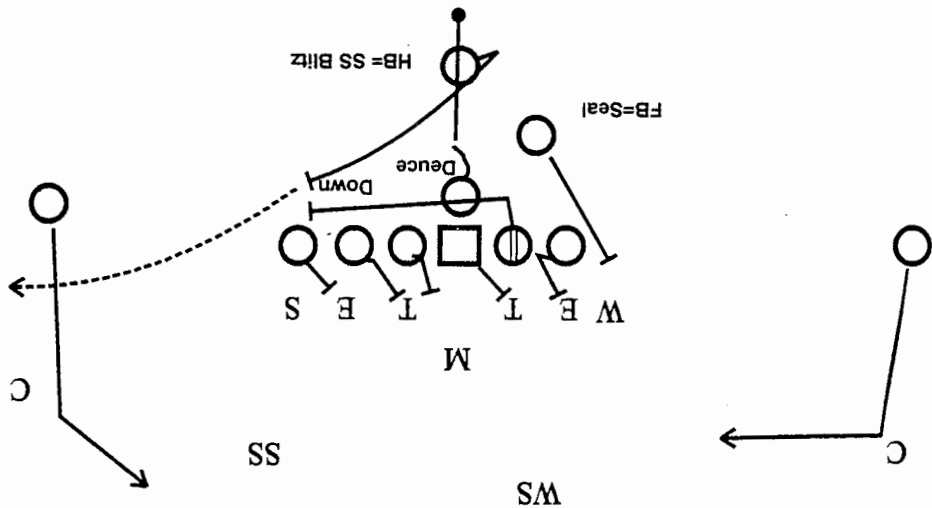
DOUBLE RT.
RAMBO BELLY RT. - 85 CHECK



X	OUTSIDE 8 ROUTE
Y	BLOCK #3 AGGRESSIVELY, N/T LEAK OUT
Z	OUTSIDE 5 ROUTE
FB	BLOCK #3 WEAKSIDE, N/T LEAK OUT
HB	FAKE BELLY, SELL OUT, IF NOT TACKLED CHECKDOWN
QB	HARD FAKE OF BELLY - LOOK X TO Z TO CHECKDOWNS

NOTES

Weak Right



Play Action protection showing Counter Action (8 man protection). This play will be blocked similar to Counter Rt and Lt. QB will take Counter Action called, then drop straight back, approx. 9 yards deep..

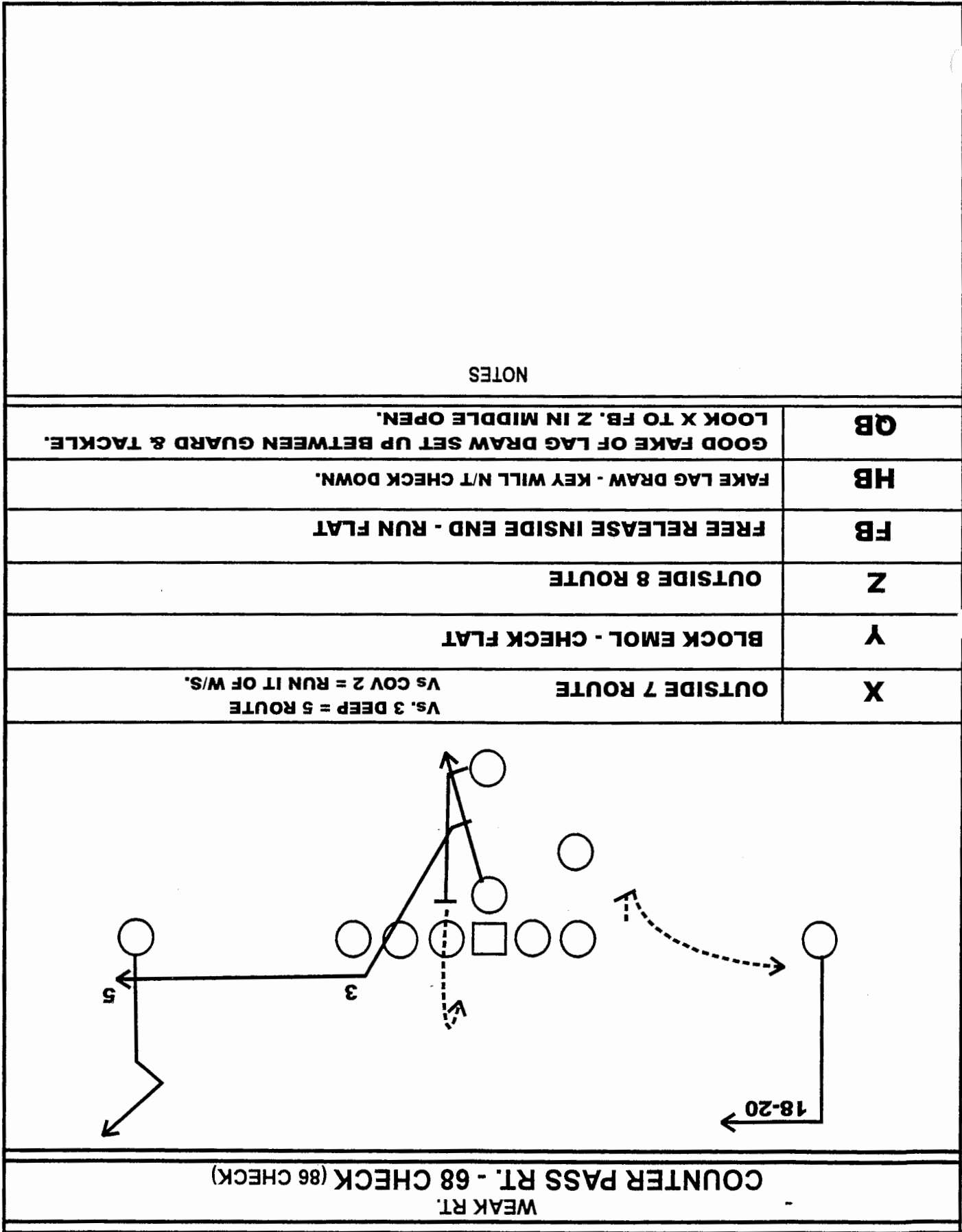
Play Description

QB	Same action as Counter Rt or Lt. After fake drop straight back-approx. 9 yards deep and execute your progression.
FB/Sub	Seal backside on EMOL. May area block with off Tackle. N/T Check Down.
HB/FB	Fake Counter Action called. Alert for S/S blitzing. N/T run "Flat" as checkdown.
OFF-T	Man block #2. If #2 is LB Hinge give hand help and Pick Out. (Possible "Go" call).
OFF-G	Pull- Trap first defender off TE's butt. BUILD A WALL. Note: Take inside out Trap Angle
C	Block backside. Alert to make "Dallas" call vs Triple looks.
ON-G	Block first inside. Alert for "Dallas" call. Covered by a down lineman, tight inside release. Note : alert for Mike run thru.
ON-T	Block first inside. Take tight inside release. Vs Guard bubble make "Trey" call. Alert for Mike run thru. If Guard covered by a DL make "Down" call. Block down on defender aligned on the Guard.
Y	Similar to Counter rules. On "Trey" call-block down on DE, keep him pinned inside. Alert "Down" call-Must block DE by yourself.
Z	Route.
X	Route.

<p>34</p>	<p>246</p>
<p>53</p>	<p>53</p>
<p>49</p>	<p>39</p>
<p>57</p>	<p>37</p>
<p>45</p>	<p>38</p>
<p>25</p>	<p>35</p>

COUNTER PASS RT (STRONGSIDE)

COUNTER PASS LT (STRONGSIDE)

[illegible][illegible][illegible]

COUNTER PASS RT. - 68 CHECK (86 CHECK)	
<p>The diagram shows a football field with players represented by circles. A QB at the top center passes to a Receiver (X) on the right side. The Receiver's path is indicated by a solid line and labeled "18-20". A LB (labeled "5") is positioned between the QB and the Receiver, attempting to block the Receiver. A dashed line indicates the LB's intended path towards the Receiver. Another dashed line shows the Receiver's path after being blocked, curving away from the LB. A square symbol is placed near the LB, possibly indicating a specific position or action.</p>	
WEAK RT. COUNTER PASS RT. - 68 CHECK (86 CHECK)	

[illegible][illegible][illegible][illegible][illegible]

Out of Pocket

PAGE

1-3

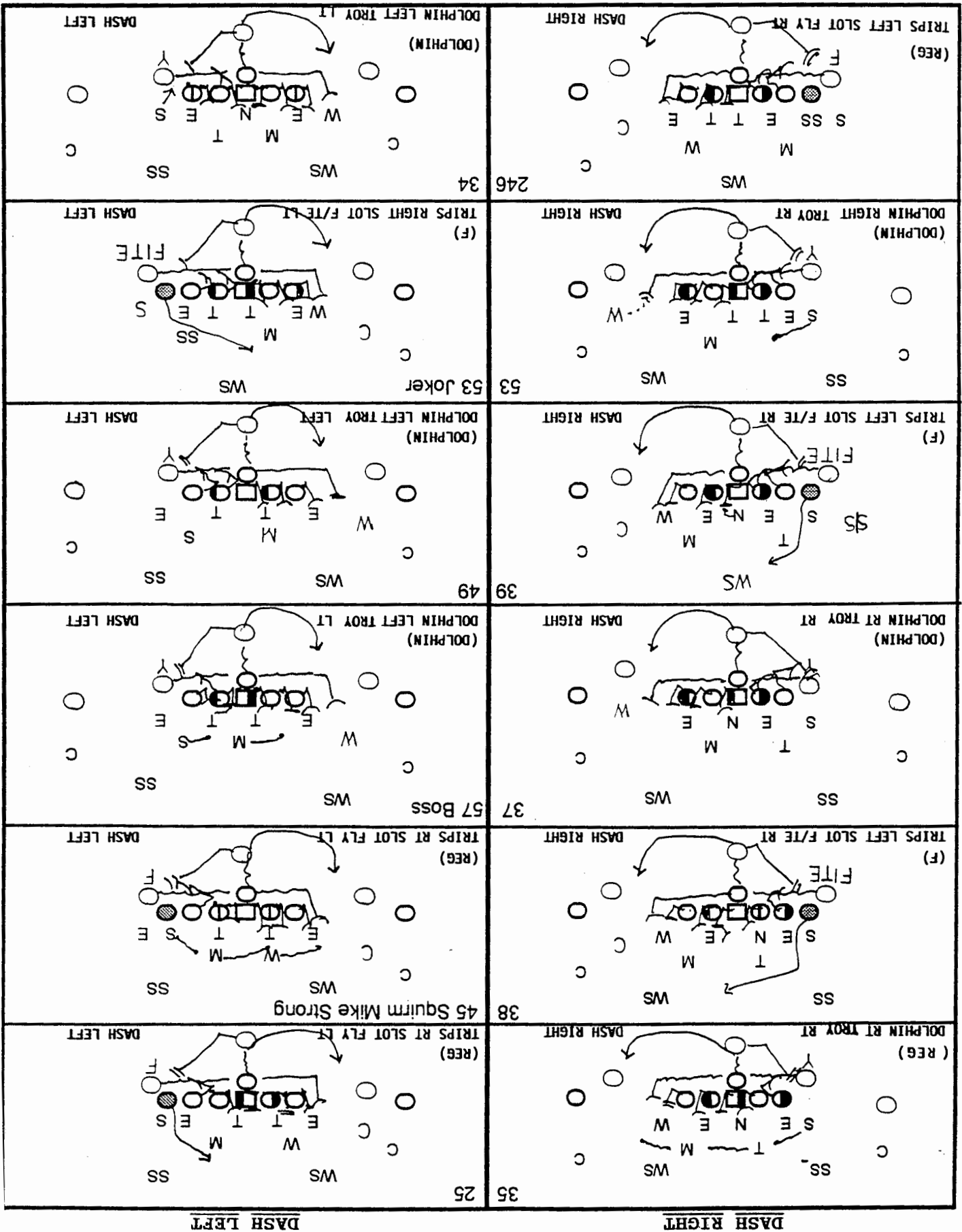
4-7

ITEM

Dash Protection

Hide Protection

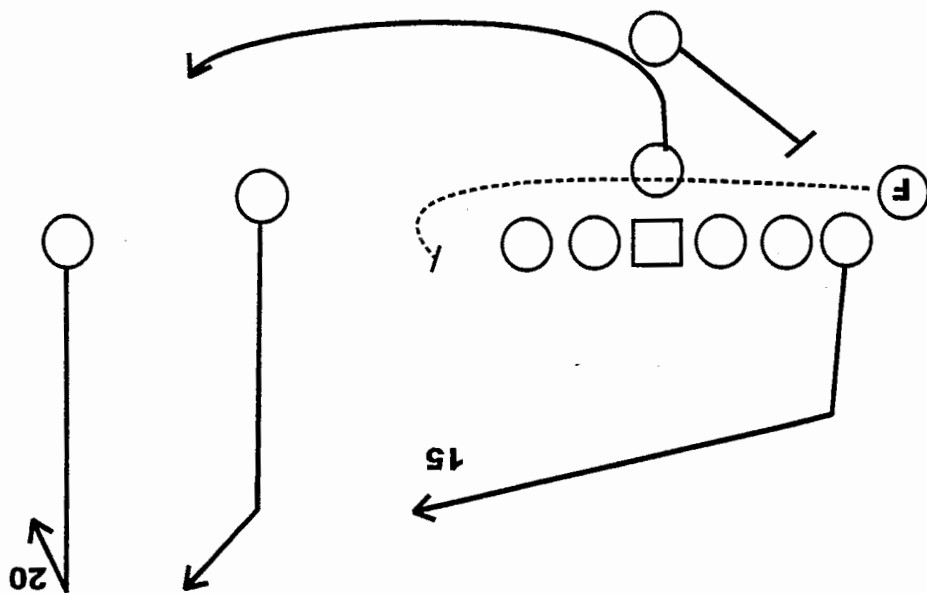
<div>42</div> <div>WS</div> <div>SS</div> <div> </div>	
<div>Dash Protection (Out of Pocket)</div>	
<div> <div>Dash Right 275</div> <div>Dolphin Rt Troy Rt</div> </div>	
<div> <div>Play Description: Full reach protection. QB drop quick 3 step then dashing for numbers on the field. 7 man protection must protect the QB all the way to the sidelines. Will zone pick up on all twists and blitzes inside.</div> </div>	
QB	Quick 3 step drop, dash to the side of protection call. Landmark is to the inside of the numbers on the field.
FB	Block #3. Work to keep shoulders square to LOS.
HB	Block EMOL away from the protection side. Use cut block on down lineman or OLB.
OFF-T	Man block #2. SWING THE GATE TECHNIQUE.
OFF-G	Man block #1. SWING THE GATE TECHNIQUE. If #1 is a LB or covered by a 1 Technique use Full Reach- Drop Zone step.
C	Man block #0. FULL REACH TECHNIQUE. Drop Zone step.
ON-G	Man block #1. FULL REACH TECHNIQUE. Drop Zone step.
ON-T	Man block #2. FULL REACH TECHNIQUE. Drop Zone step. Note: FB or FB sub will be coming over to block #3.
Y	Route
Z	Route
X	Route



MIAMI DOLPHINS - OFFENSE

TRIPS LT FLY RT.
DASH RT 275

Weak
Double

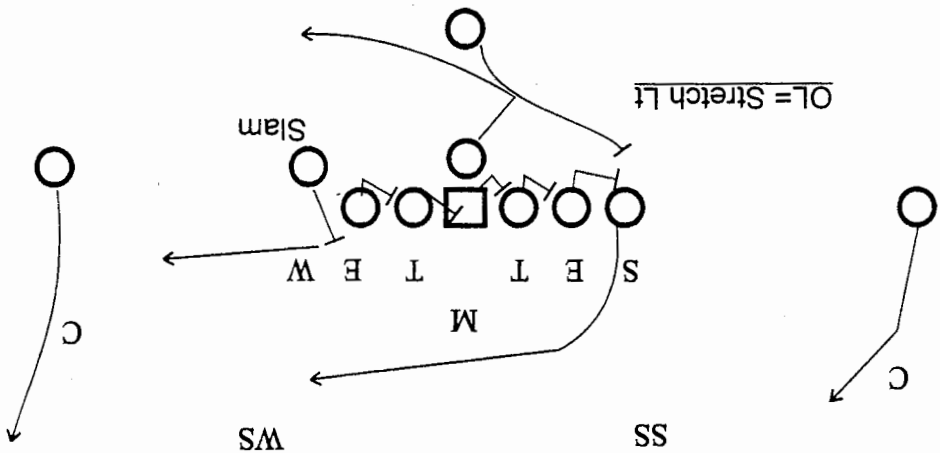


X	OUTSIDE 5 ROUTE
Y	INSIDE DEEP 2 ROUTE
Z	OUTSIDE 7 ROUTE
FB	FLY MOTION BLOCK #3 OUTSIDE-IN. N/T SEAL
HB	BLOCK SAM N/T HELP OFF TACKLES BUTT
QB	3 STEP DROP: SPRINT SIDE OF CALL. BREAK CONTAINMENT

NOTES

Hide Rt-Lt

43



Fake Left Hide Right

Double Left

Play Description

Excellent play action pass with QB faking the stretch play and then rolling away from initial action, to attack the defense. The offensive line will block right or left protection, following the rules of stretch right or left. Hide CWM is checked away from support.

Example: Double Left Hide check with me.

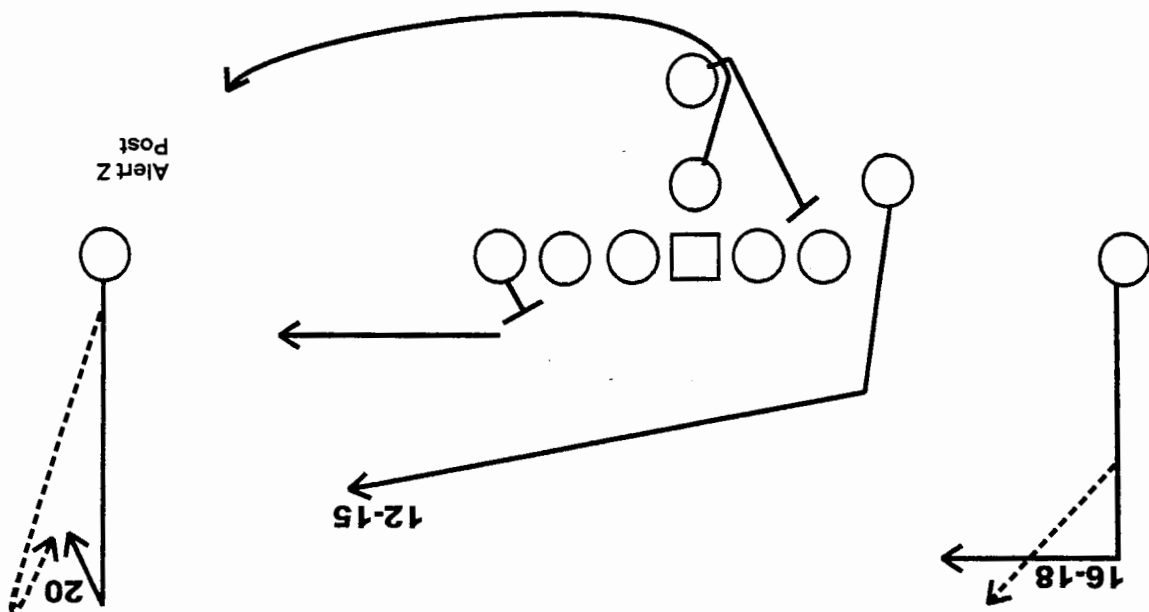
QB	Open to the called side faking the stretch by extending the ball on your first two steps. Snap head around for quick pressure and execute read on end man on LOS.
FB/SUB	Action away - slam EMOL, ensure corner for QB. Two defenders on or outside the offensive tackle, slam man over the offensive tackle.
HB/FB	Execute Good fake off of stretch action. Alert for S/S blitz.
OFF-T	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman. 34 look "Wheel technique".
OFF-G	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman.
C	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman.
ON-G	Block the action called. Example: Fake LT = Stretch LT. Push on the down lineman.
ON-T	Block the action called. Example: Fake LT = Stretch LT. Vs "T" bubble, drop step and drive on EMOL.
Y	Action called towards you - Run route called. Action away - slam EMOL, ensure corner for QB. Two defenders on or outside the offensive tackle, slam man over the offensive tackle. Vs Sam blitz, run route.
Z	Route.
X	Route.

<p>FAKE RT HIDE LT</p> <p>35</p>	<p>34</p>
<p>45 Squirm Mike Strong</p> <p>38</p>	<p>53 Joker</p> <p>53</p>
<p>57 Boss</p> <p>37</p>	<p>39</p>
<p>45 Squirm Mike Strong</p> <p>38</p>	<p>53 Joker</p> <p>53</p>
<p>FAKE LT HIDE RT</p> <p>35</p>	<p>246</p>
<p>FAKE RT HIDE LT</p> <p>25</p>	<p>34</p>

MIAMI DOLPHINS - OFFENSE

DOUBLE RT.
FAKE LT. - HIDE RIGHT

Weak
Double



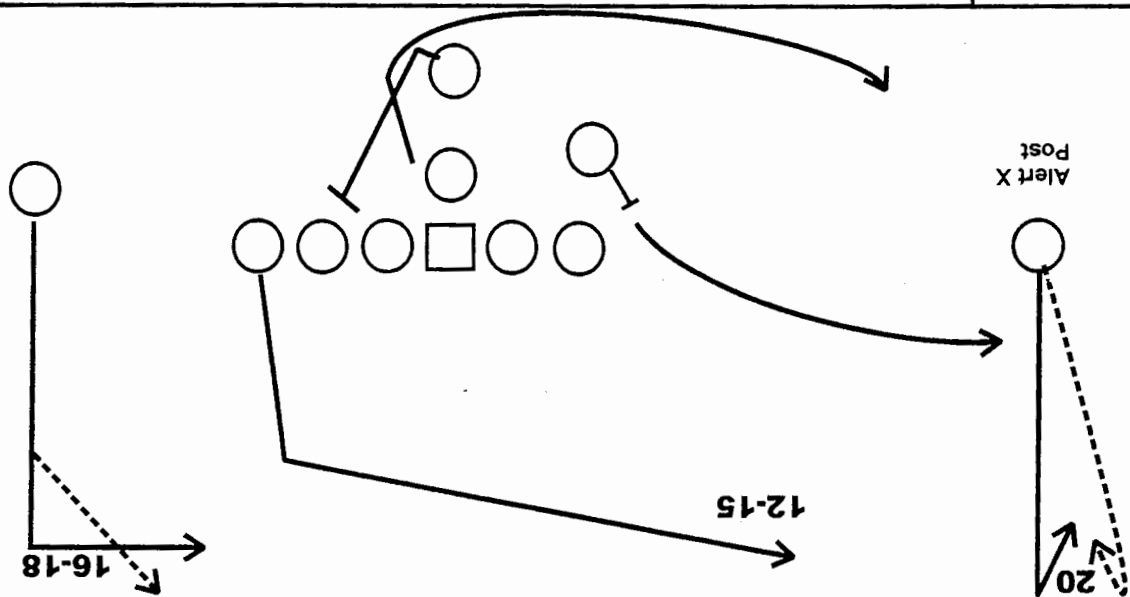
X	OUTSIDE 6 ROUTE (MIDDLE OPEN TAKE IT)
Y	FAKE AWAY FROM YOU, SLAM EMOL, RELEASE IN FLAT, LOOK QUICK.
Z	OUTSIDE 5 ROUTE
FB	FAKE TO YOU, RUN INSIDE DEEP 2 ROUTE.
HB	GOOD FAKE OF STRETCH TO CALL SIDE. ALERT PERIMETER BLITZER.
QB	SAME AS OTHER HIDE.

NOTES

MIAMI DOLPHINS - OFFENSE

WEAK RT.
FAKE RT. - HIDE LEFT

Weak
Double



OUTSIDE 6 ROUTE (MIDDLE OPEN TAKE IT)

FAKE AWAY FROM YOU, SLAM EMOL, RELEASE IN FLAT,
LOOK QUICK.

OUTSIDE 5 ROUTE

FAKE TO YOU, RUN INSIDE DEEP 2 ROUTE.

GOOD FAKE OF STRETCH TO CALL SIDE.
ALERT PERIMETER BLITZER.

SAME AS OTHER HIDE.

NOTES

Screens

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Base Screen Protection	2-3
Base Screen HB	4-5
Base Screen FB	6
Solid Screen to Y	7
Quick Screen to Z	8-9
Quick Screen to X	10-11
Middle Screen to F	12

SCREEN PRINCIPLES

SCREENS : OUR SCREENS ARE DERIVED FROM **BASE AND SOLID** PROTECTIONS. THE FORMATION AND TYPE OF SCREEN TO BE USED WILL BE SET WEEKLY IN THE GAME PLAN.

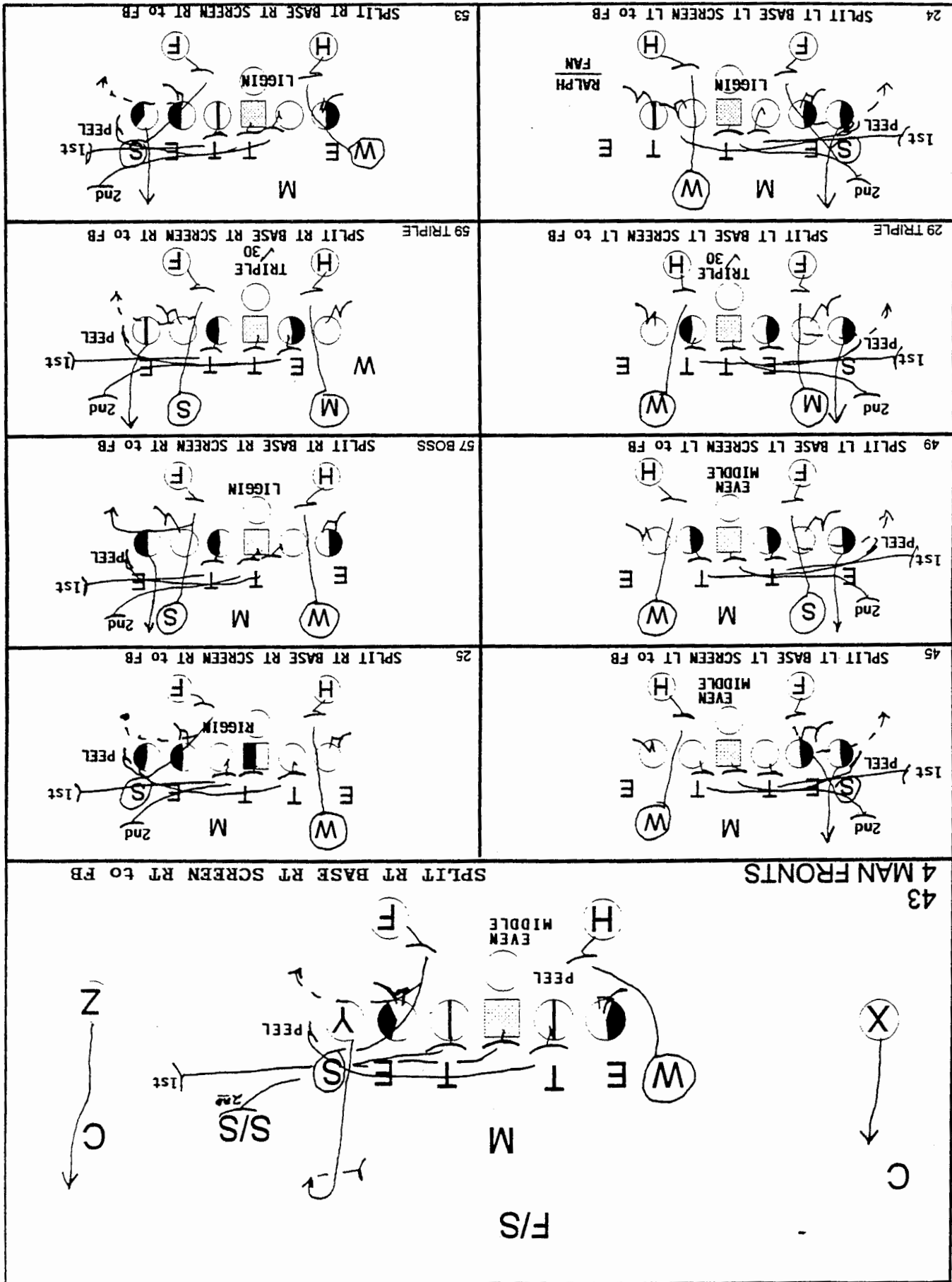
SCREENS

QB: SET AT 7 YDS (5 STEPS) - WAIT UNTIL YOU'RE FORCED TO RETREAT - SHUFFLE BACK & PASS TO RECEIVER.

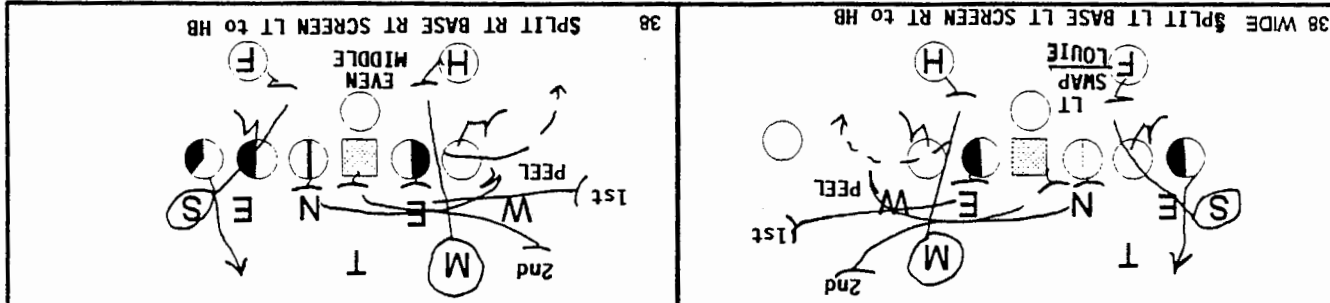
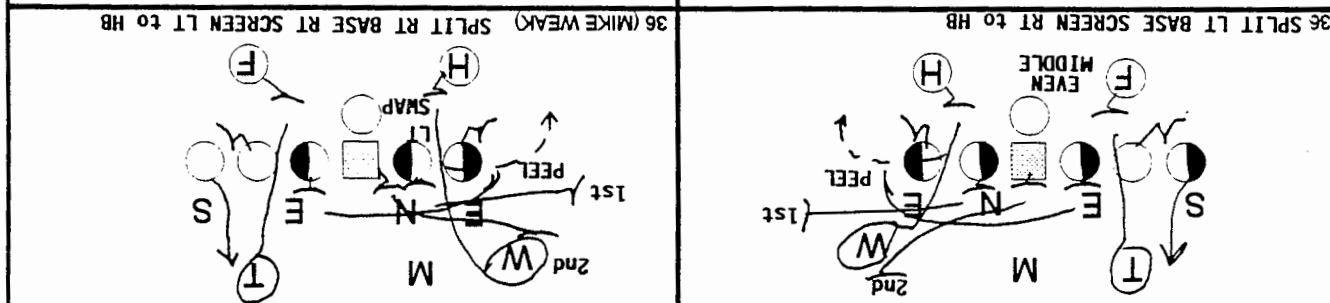
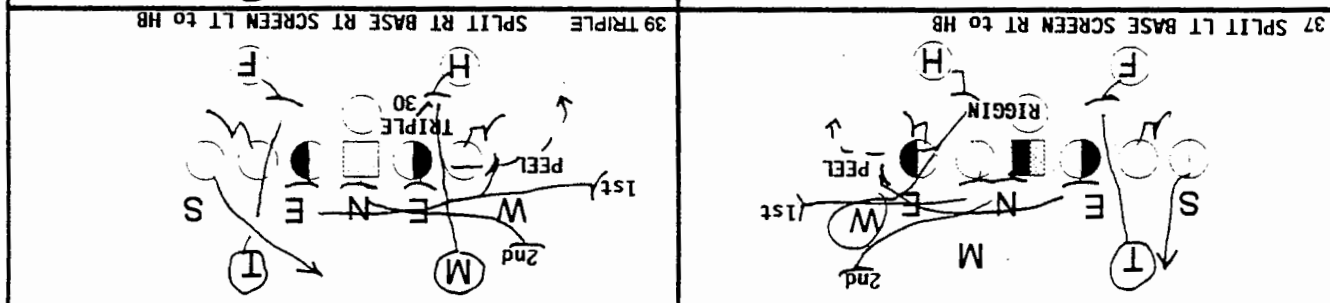
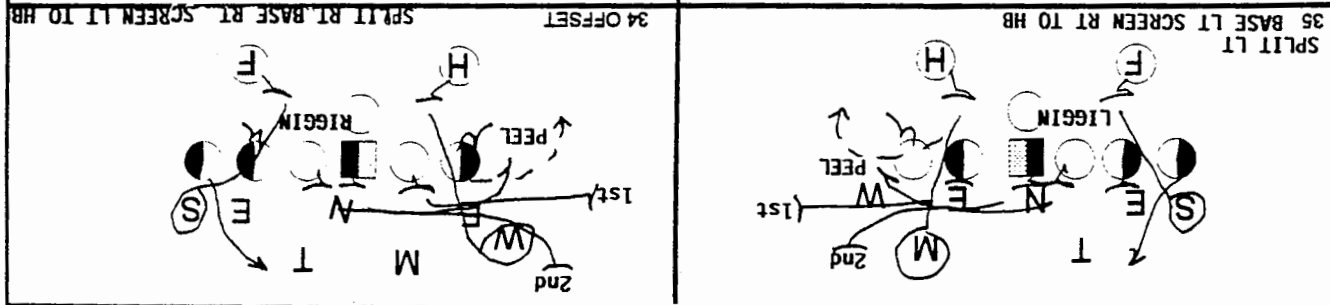
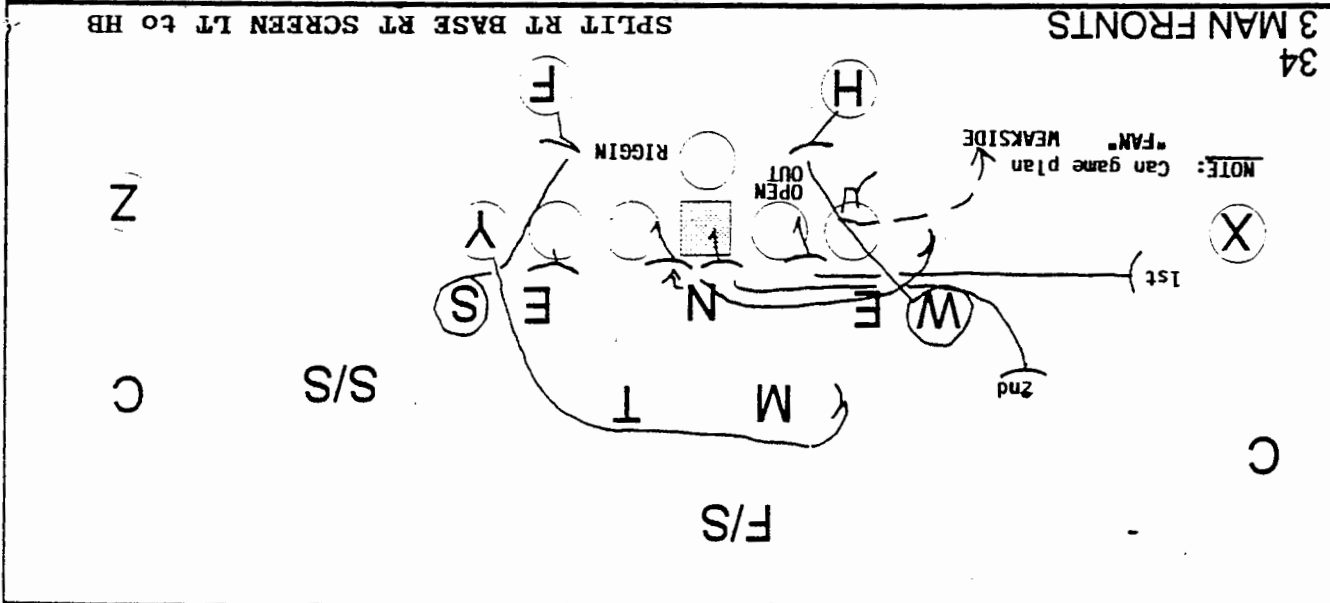
SCREENER: SCREEN OFF BLOCKING ASSIGNMENT. N/T: KEY OFF LINE TO GET TO OPEN SPOT. (KEY INSIDE GUARD OR CENTER TO AID WITH TIMING). GET TO THE NUMBERS.

LINE: BLOCK PASS PROTECTION CALLED. TACKLES FULL TIME. CENTER & GUARDS JAM AND RELEASE. OFFSIDE GUARD ALERT PEEL. FIRST OUT = FIRST FORCE. SECOND OUT = PERSONAL ESCORT. GET TO THE NUMBERS. Y: PROTECTION RULES APPLY.

Base Screen Protections

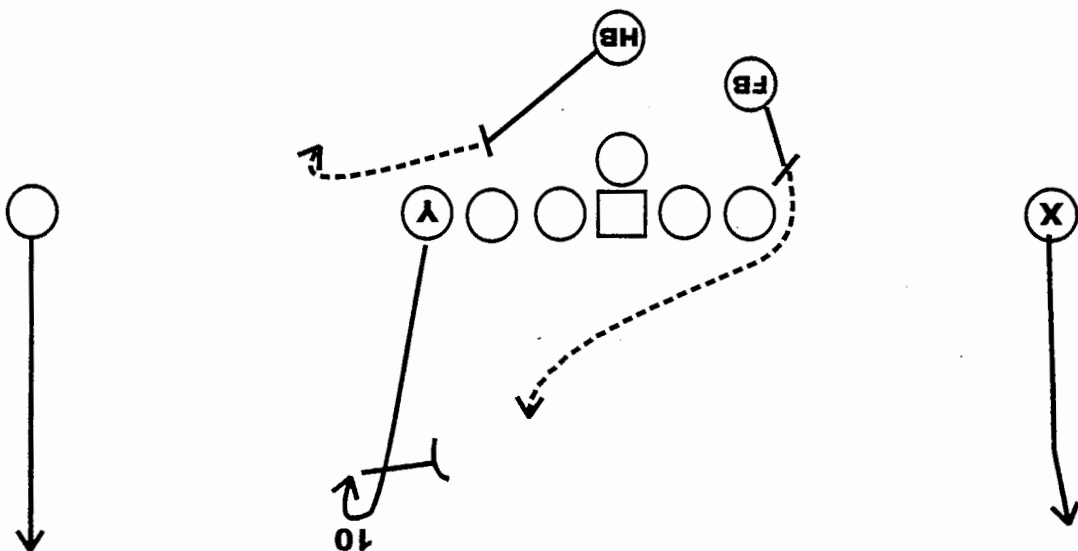


Base Screen Protections



MIAMI DOLPHINS - OFFENSE

WEAK RT.
BASE RT. HB SCREEN RT.

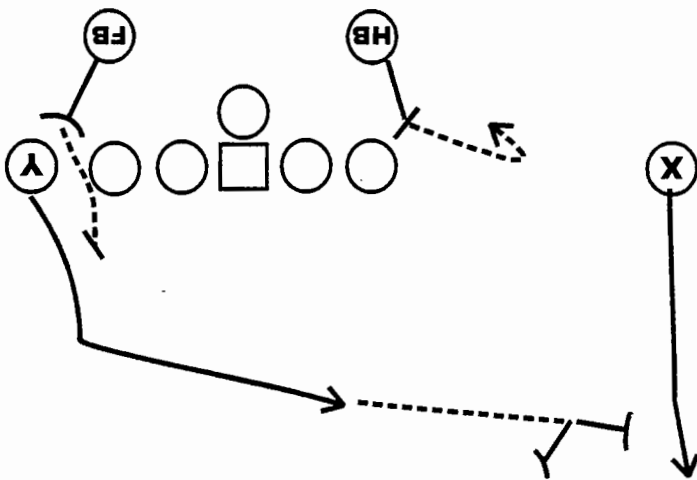


X	OUTSIDE 9 ROUTE
Y	INSIDE 5 ROUTE OUTSIDE RELEASE - GET OPEN N/T BLOCK FIRST INSIDE LB.
Z	OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)
FB	BLOCK WILL, N/T SEARCH WILL LB DOWNFIELD
HB	BLOCK SAM NO BLITZ - ALLOW UNCOVERED LINEMAN TO GO FIRST, THEN FIND THROWING LANE. SCREEN OFF BLITZER
QB	5 STEP DROP: SET THEN DRIFT BACK TO FIND RECEIVER LET LINEMEN COME TO YOU. VS M/M LOOK FOR Y

NOTES

MIAMI DOLPHINS - OFFENSE

SPLIT RIGHT
BASE RT. HB SCREEN LT.



X OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)

Y INSIDE DEEP 2 ROUTE . SCREEN THROWN TO HB
SEARCH PERIMETER SUPPORT

Z OUTSIDE 9 ROUTE

FB BLOCK SAM, N/T SEARCH SAM LB DOWNFIELD

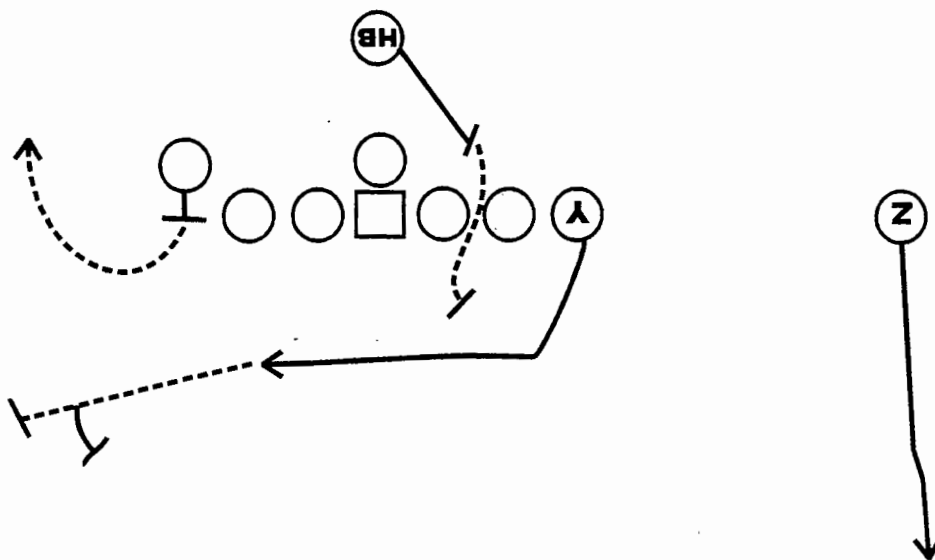
HB BLOCK WILL N/T ALLOW UNCOVERED LINEMAN TO GO FIRST,
THEN FIND THROWING LANE. SCREEN OFF BLITZER.

QB SAME TECHNIQUE AND TIMING AS STRONGSIDE SCREENS.
Y VS M/M (OUTLET)

NOTES

MIAMI DOLPHINS - OFFENSE

DOUBLE LEFT
BASE LT. FB SCREEN RT.

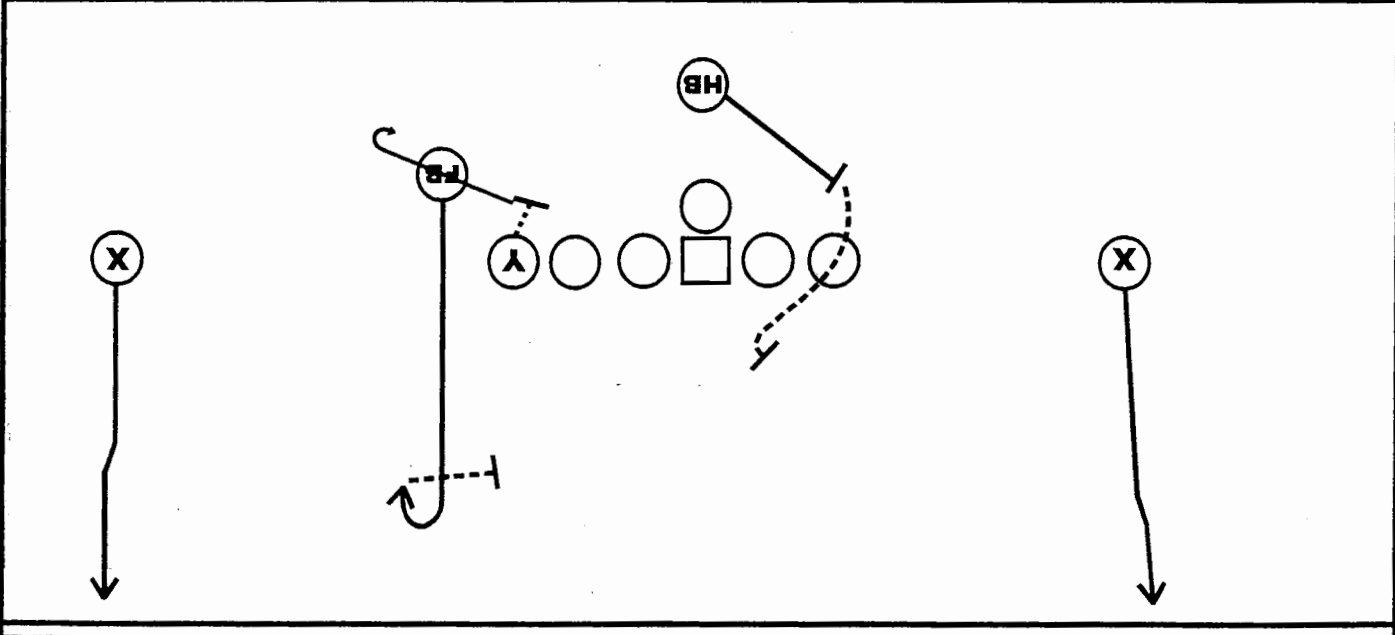


X	OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)
Y	INSIDE DEEP 2 ROUTE. SCREEN THROWN TO FB SEARCH PERIMETER SUPPORT
Z	OUTSIDE 9 ROUTE
FB	BLOCK EMOL (SOLID) N/T ALLOW UNCOVERED LINEMAN TO LEAVE FIRST THEN FIND THROWING LANE. SCREEN OFF BLITZER
HB	BLOCK SAM N/T SEARCH SAM LB DOWNFIELD
QB	SAME TECHNIQUE AND TIMING AS STRONGSIDE SCREENS. Y VS M/M (OUTLET)

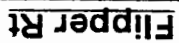
NOTES

TRIPS RIGHT	-	SOLID RT. Y SCREEN RT.
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SOLID RT. Y SCREEN RT.



QB	SAME TECHNIQUE AND TIMING AS HB SCREEN STRONG FB VS M/M (OUTLET)
HB	BLOCK WILL, N/T SEARCH WILL LB DOWNFIELD
FB	FREE RELEASE - RUN 10 YD OPTION (GET OPEN). N/T BLOCK FIRST INSIDE LB (OUTLET)
Z	OUTSIDE 9 ROUTE (OUTSIDE ANY ROTATION)
Y	SET BACK AND SLOW BLOCK #3. ALLOW UNCOVERED LINEMAN TO GO FIRST THEN FIND THROWING LANE. SCREEN OFF BLITZER.
X	OUTSIDE 9 ROUTE



Quick Screen Rt to Z (Dolphin)

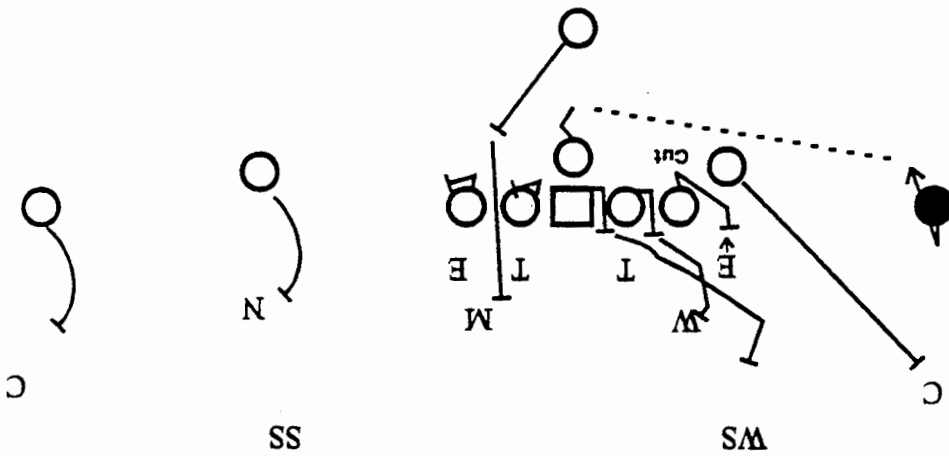
Play Description

Way to get the ball on the perimeter quickly and allow a receiver a chance to find the seams in the secondary.

Block Free Safety.

Quick Screen R/Lt (Weakside)

42



Quick Screen Lt to X (Dolphin)

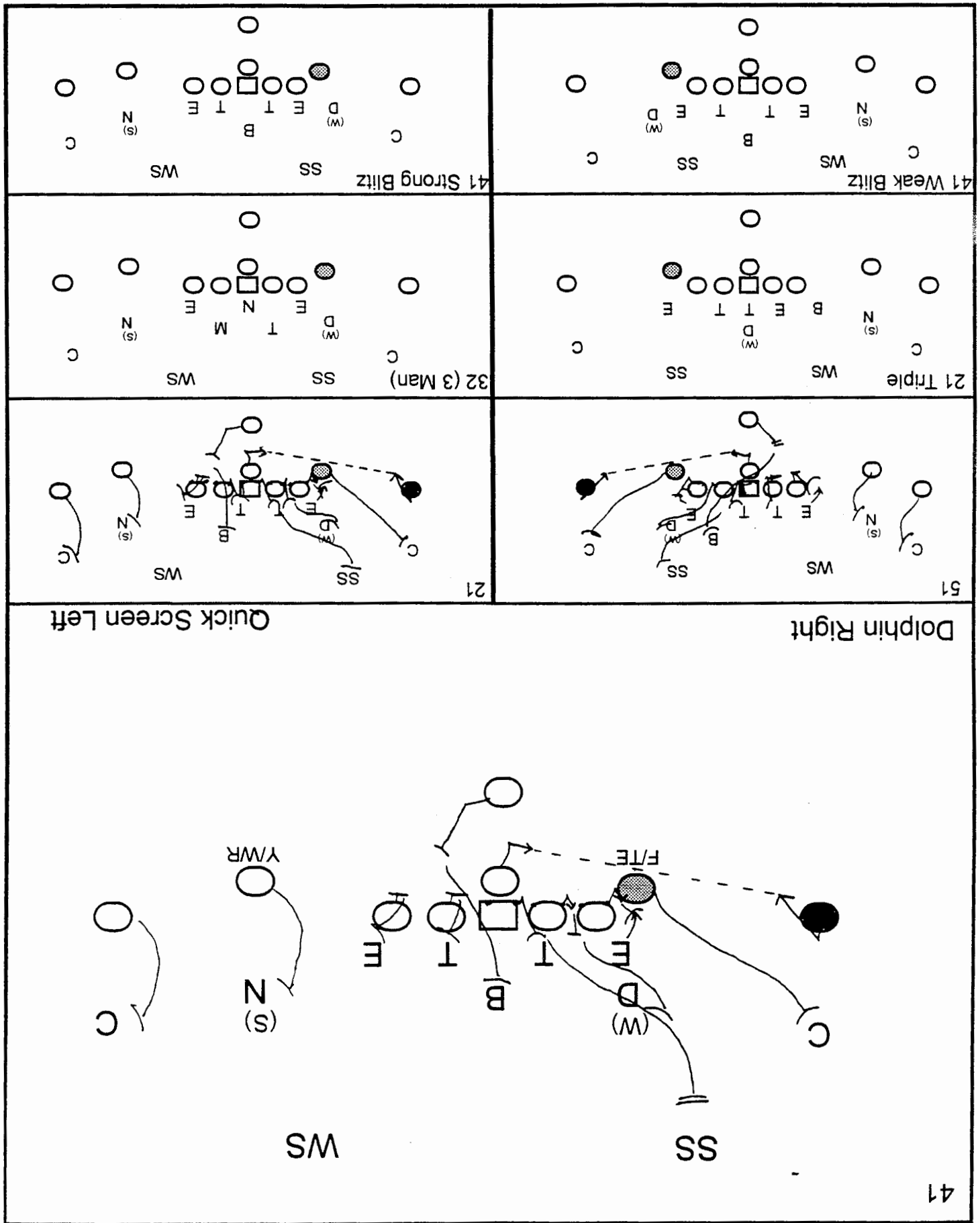
Dolphin Rt

Play Description

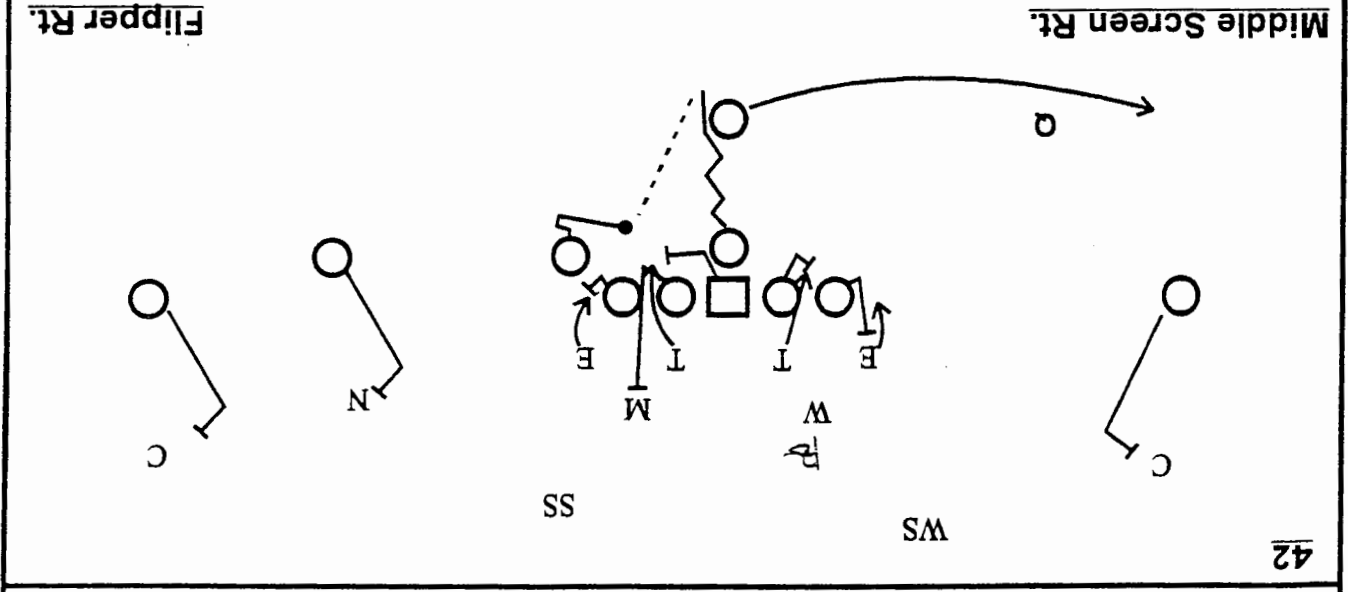
Way to get the ball on the perimeter quickly and allow a receiver a chance to find the seams in the secondary.

QB	Take three step drop and throw to X. Do not make him jump for the ball.
FB/TE	Outside release and block defender over the X. (Kick Out)
HB	Block Mike.
OFF-T	Block big on big. (DE)
OFF-G	Block big on big. (DT)
C	Slam outside gap, release flat and up the field and block Free Safety. (Fill the lane).
ON-G	Slip the Defensive Tackle and block the Will Lber.
ON-T	Block big on big (DE). Drop step and "cut" outside leg of Defensive End.
Y	Block man over you.
Z	Block man over you.
X	Come over the ball two steps to soften corner. Come back three steps towards the QB.

41



Middle Screen R/Lt



Play Description
 Designed to take advantage of hard rushing defensive linemen by throwing screen behind them. Can run weak or strong but only vs 6 man fronts. **OFFENSIVE LINE - 4 down line** plus Mike.

QB	Quick 5 step drop (unless in Gun) find throwing lane to FB/TE. Give ground if needed. Throw quick to HB vs Will blitz.
HB	Free release and run wide route to control Will.
FB/TE	Quick set to show pass then slip into LOS. Giving the QB a throwing lane. Alert Twist!
OFF-T	Man block #2. Draw technique. 2 Counts - explode. Butt in hole!
OFF-G	NOTE: Middle screen right - BIG on BIG! Man block #1. Draw technique. 2 Counts - explode!
C	Man block "0". Draw technique. 2 Counts - explode!
ON-G	Man block #1. Draw technique. 2 Counts - explode!
ON-T	Man block #2. Draw technique. 2 Counts - explode!
Y	Release to show pass then block man over you.
Z	Release to show pass then block man over you.
X	Release to show pass then block man over you.

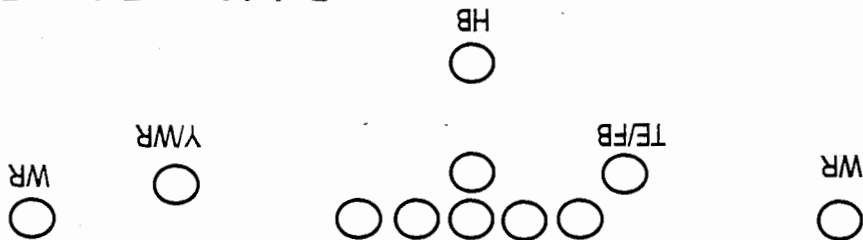
Nickel Offense

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Nickel Package

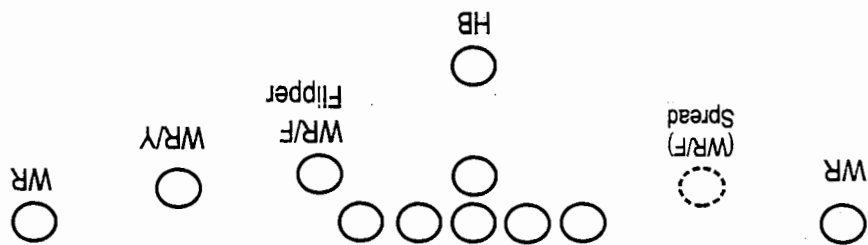
Dolphin Right



Dolphin or Falcon Personnel

Run Game	Primary	Base Protection	Read Protection	Quick Protection
Belly (strong)	383	999 Seam Dart	999 Seam Dart	Base Clock
Stretch (Weak)	444 Backs Flat	464 Cross Wide	464 Cross Wide	Flood 212 Flat(Shoot/Pump)
Paint (strong)	648 Hook Wide (Deep)	All Stem Check	All Stem Check	Read 111 Hitch/222 Cross Ck
Lag Draw (weak)	866 Ricky (Deep)			
Complimentary	879 Ricky (Deep)	Play Action	Fake Rt/Lt Hide Lt/Rt	Screens
Power Quick	989	Out of Pocket	FB Screen	QB Screen to X/Y/Z
Pitch Lt/Rt Ck/bk		Dash 275	QB Screen to X/Y/Z	

Flipper Right (Spread)



Falcon Personnel

Run Game	Primary	Base Protection	Scat Protection	Quick Protection
Belly Rt-Lt (Spread)	383	080 Smash (Deep)	Hot 202 (pump)	Read 111 Hitch Ck
Paint	444 Backs Flat	339 Pivot	Read 222 Cross Ck	
	648 Hook Wide (Deep)	525 Cross Wide	Read 222 Cross Ck	
	866 Ricky (Deep)	785 Option Flat (Deep)		
	879 Ricky (Deep)	894 Flat		
	585 (Deep)			
Complimentary		Read Protection	Screens	
		999 Seam Dart	HB Screen	FB Screen
			QB Screen to X/Y/Z	

Nickel Protection Rules

In Nickel situations all protection rules remain the same.

The QB vs a 4 Man defensive front will designate the Mike by calling his jersey number and pointing to him.

Mike = Middle of the 3 LB's

1st defender strongside of Mike is the Sam.
1st defender weakside of Mike is the Will.

Vs a 3 man front. Treat as a 34 defense.
No Mike Call. QB Make Ted call.

Vs any Triple look ; Center and QB check
"Triple-Triple: Check 30".
No Mike call.

Nickel Front Identification

<p>42</p> <p>Need Mike Call</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N (S)</p> <p>B (W)</p> <p>T</p> <p>T</p> <p>B (M)</p> <p>E</p> <p>Q</p>	<p>22 Spinner</p> <p>Need Mike Call</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N (S)</p> <p>B (W)</p> <p>Sp</p> <p>T</p> <p>T</p> <p>B (M)</p> <p>E</p> <p>Q</p>	<p>32</p> <p>3 Man</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N (S)</p> <p>B (M)</p> <p>T</p> <p>T</p> <p>B (M)</p> <p>E</p> <p>Q</p>	<p>22 Triple</p> <p>Check "30"</p> <p>FS</p> <p>SS</p> <p>C</p> <p>N (S)</p> <p>B (M)</p> <p>T</p> <p>T</p> <p>B (M)</p> <p>E</p> <p>Q</p>
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NICKEL BASE PROTECTION

(Sally or Rose)
7 Man Protection - 5 Step Drop Unless
QB Calls Deep (7 Step)

"Sally" or "Rose", comes off Base Protection.
 Sally = Left, Rose = Right. This directs the center to the direction of
 the blitz. This is to handle either a 4 weak or 4 strong blitz.

QB will call the Protection in this manner:
 Example: Dolphin Right "Rose" 989 Backs Hook.

"ROSE"

OFFENSIVE LINE: Same as Base (4 Down + Mike)

WK BACK (FB/TE): Block First weakside blitz: Dime or Will

STR BACK (HB): Block Nic (Sam) to the Strong Safety.

Note: Strong Safety walked up inside check

SS to Sam.

QB: 7 man front, make Base call and point out the

"Mike." Note: Center repeat the call for

Offensive Line.

"SALLY"

QB: Any 4 weak blitz look AWAY from protection

called in the huddle (Rose). QB can change

protection by calling Sally. This directs the

Center to the Left.

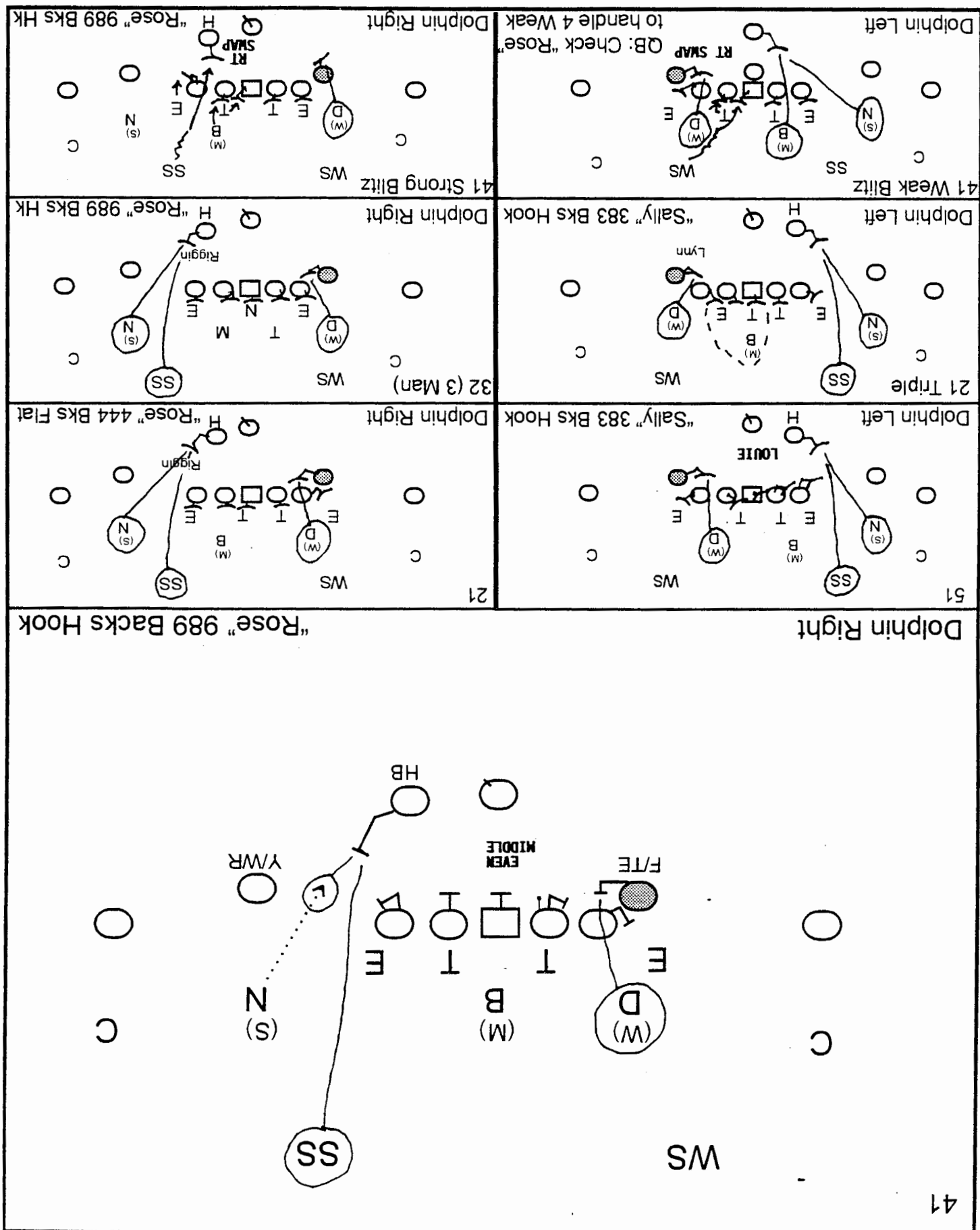
WK BACK (FB/TE): Block the outside blitz of the two.

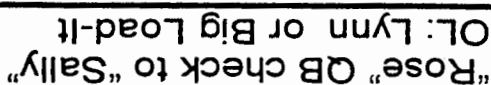
STR BACK (HB): TRIPLE READ- Block the first inside blitz

(Buck), Strong Safety to the Nic.

Y/SLOT: Slight adjustment on 2 out of 3 strong blitzers.

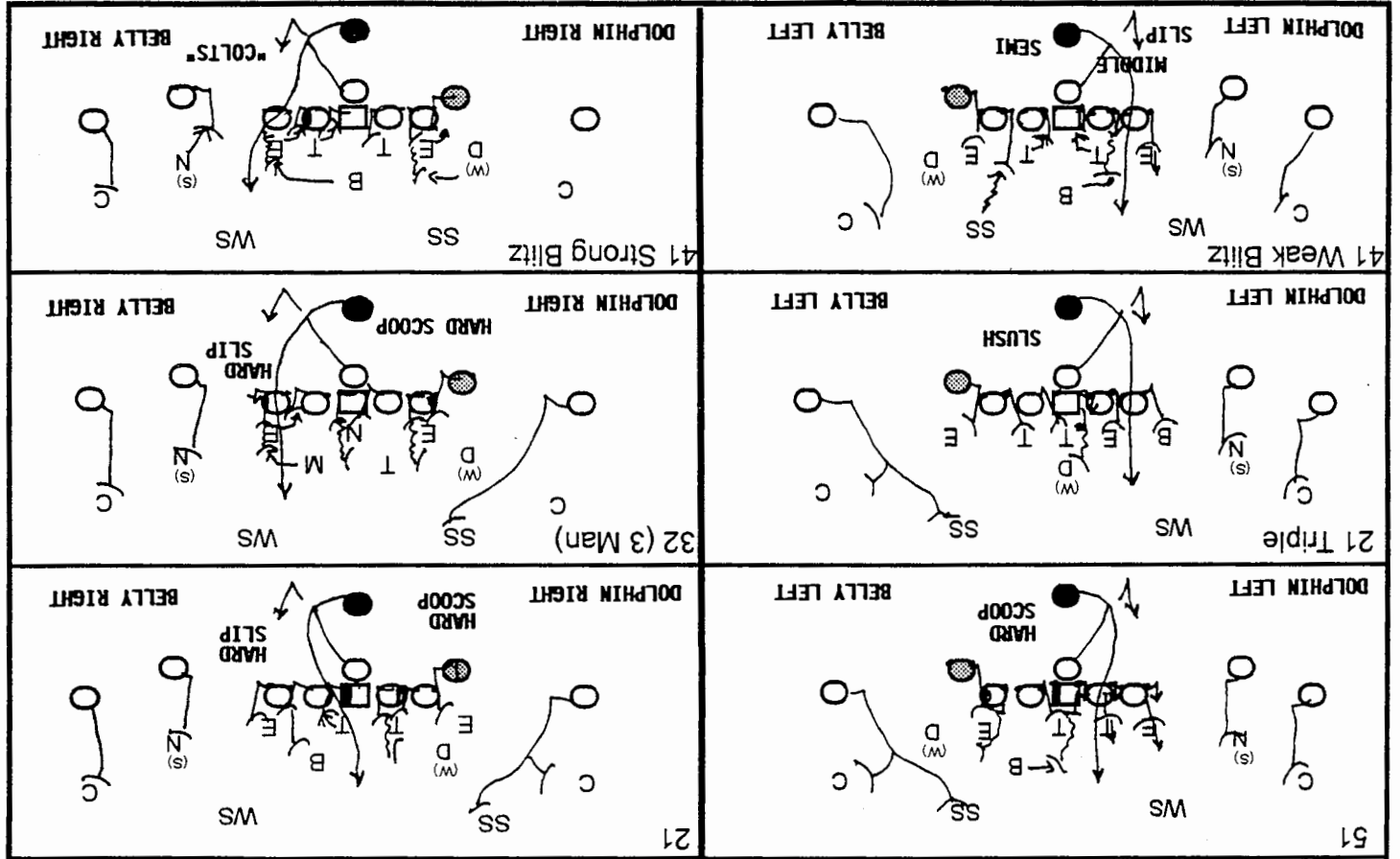
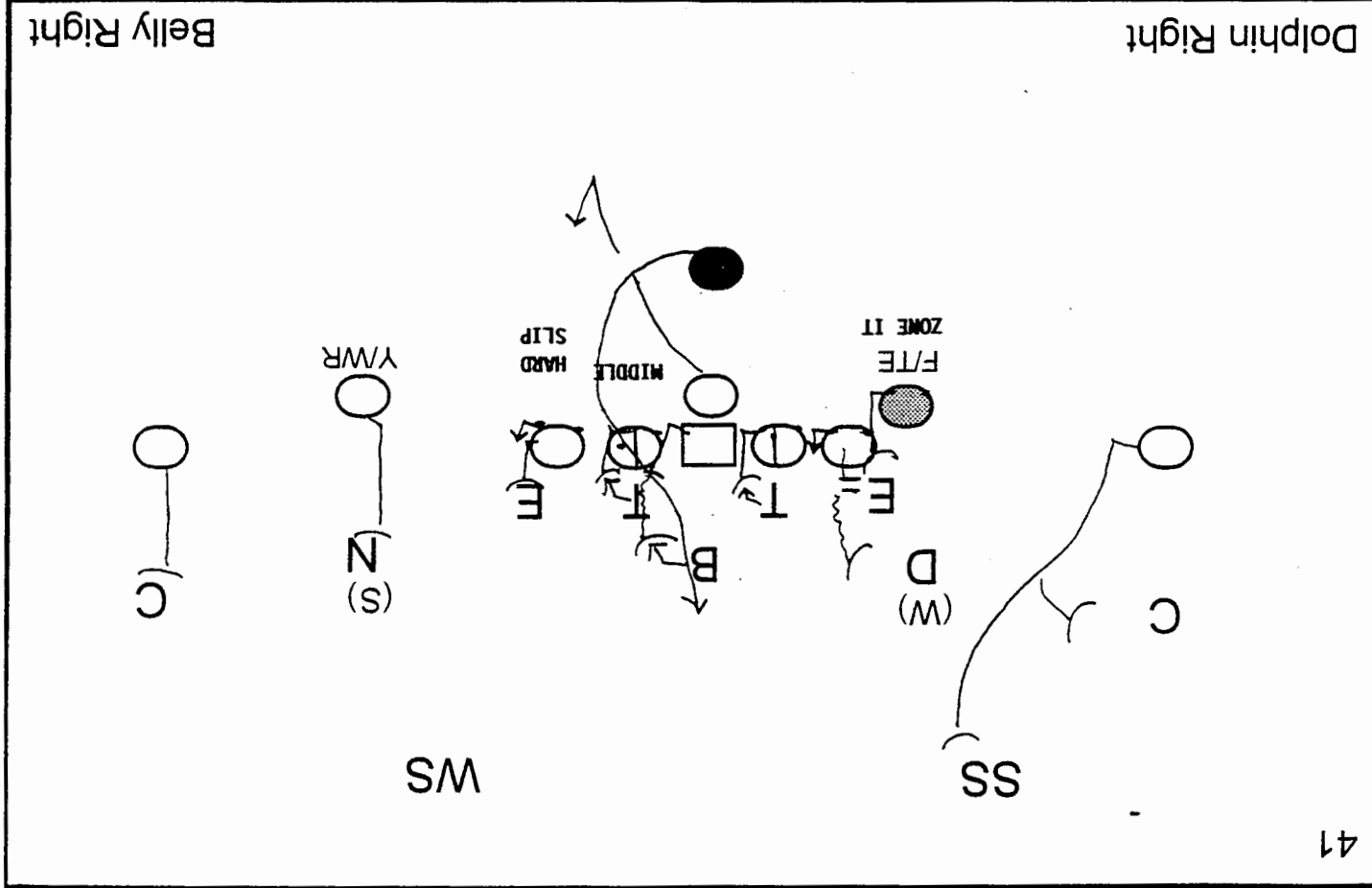
Note: This protection can also be called in the huddle to the Left.
 Example: Dolphin Left "Sally" 989 Backs Hook.





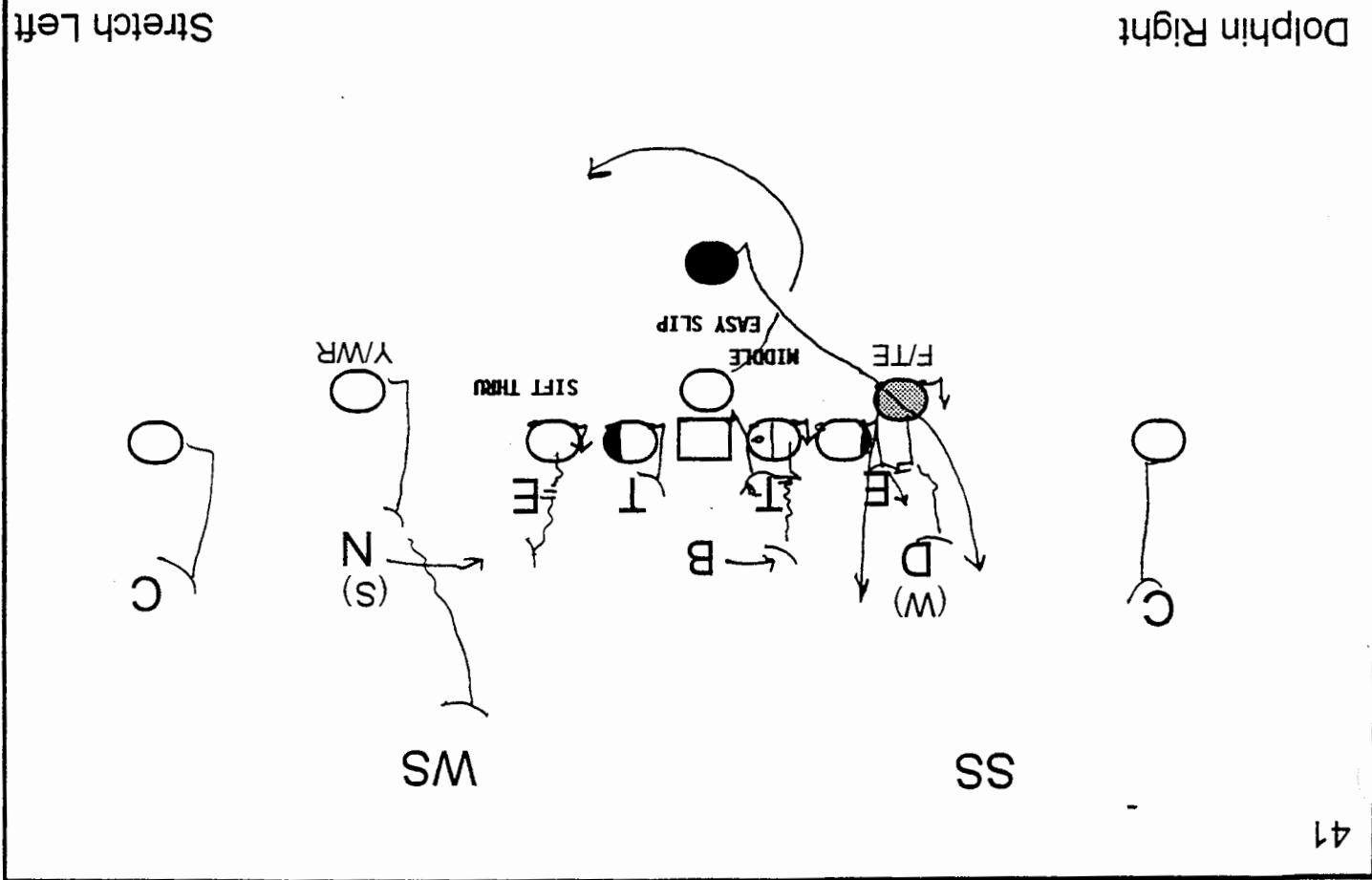
Nickel Runs

41



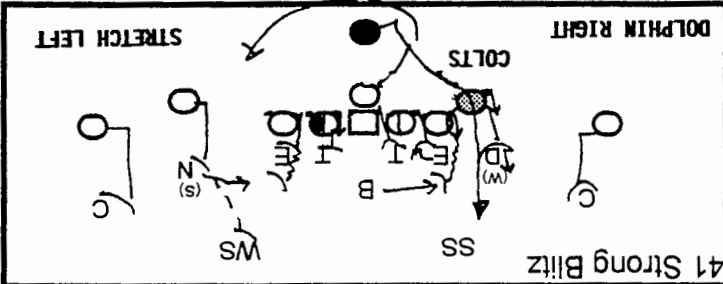
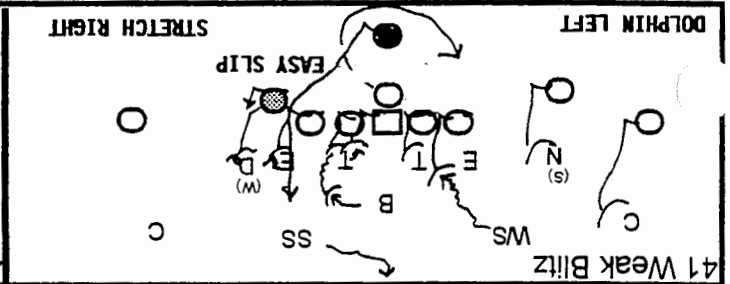
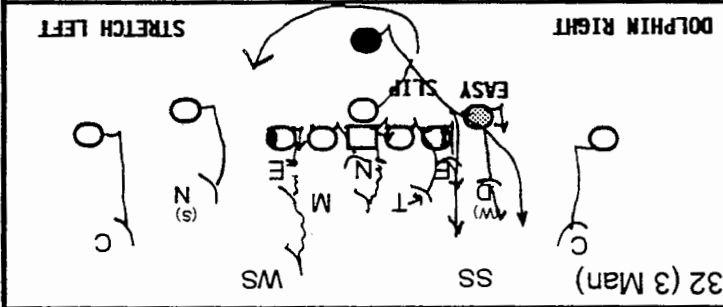
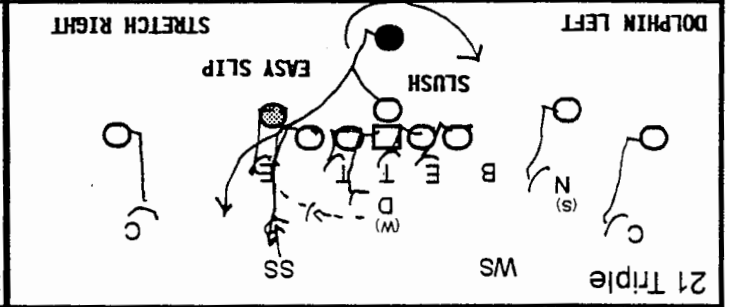
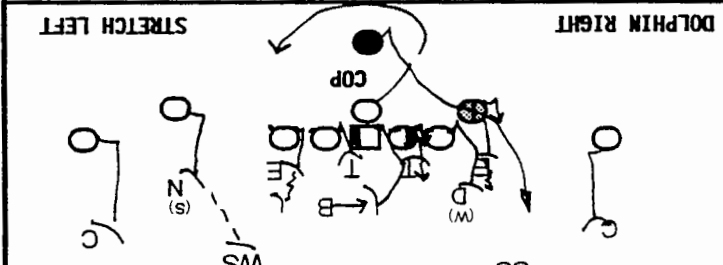
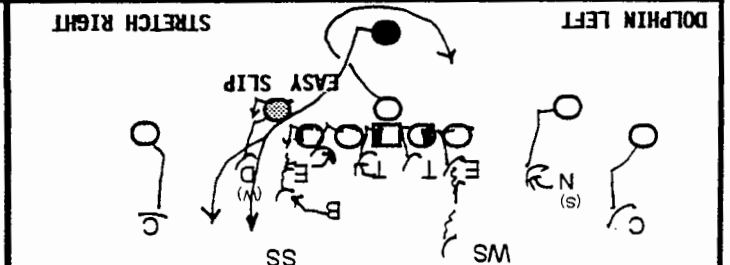
Nickel Runs

41

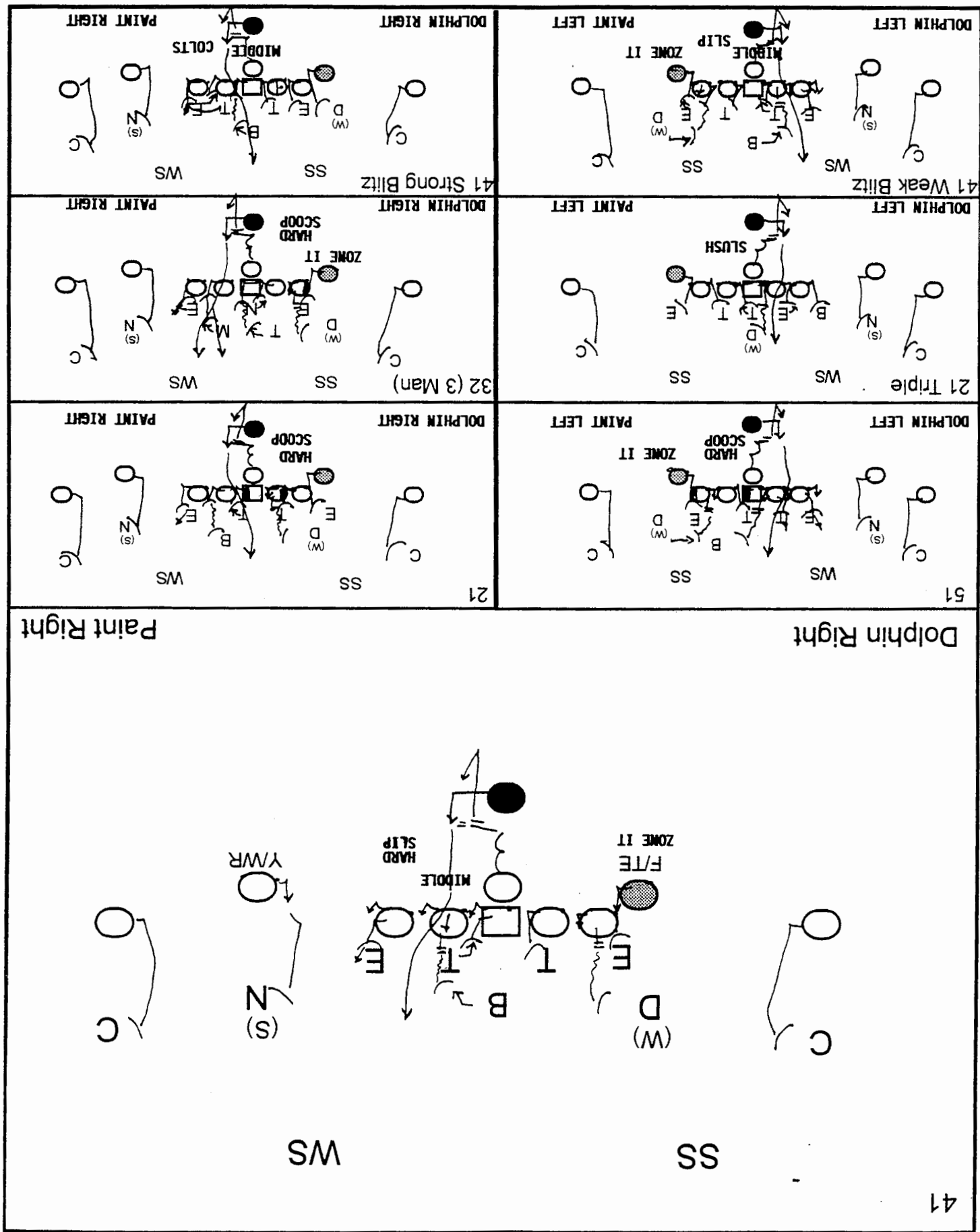


Stretch Left

51

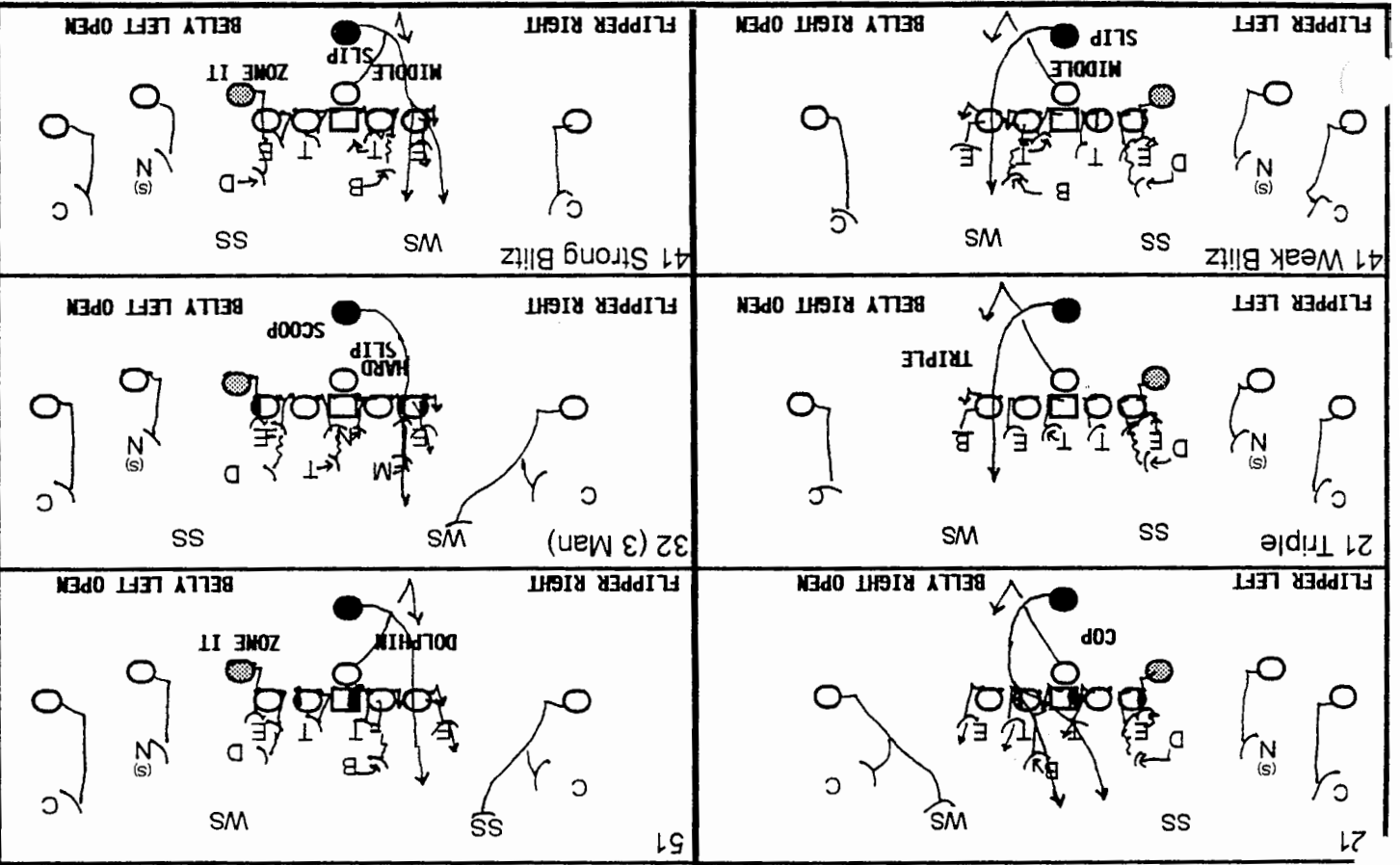
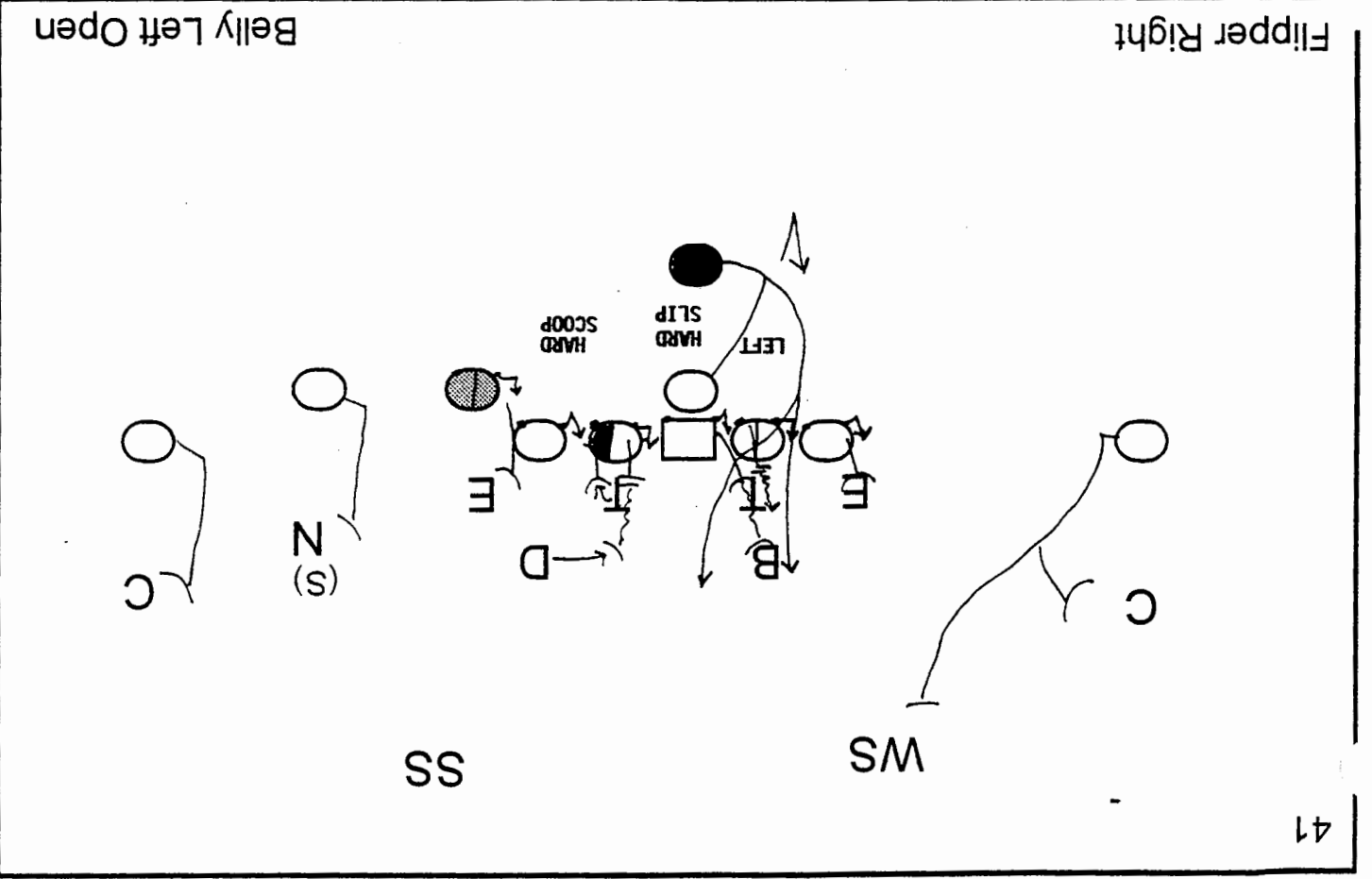


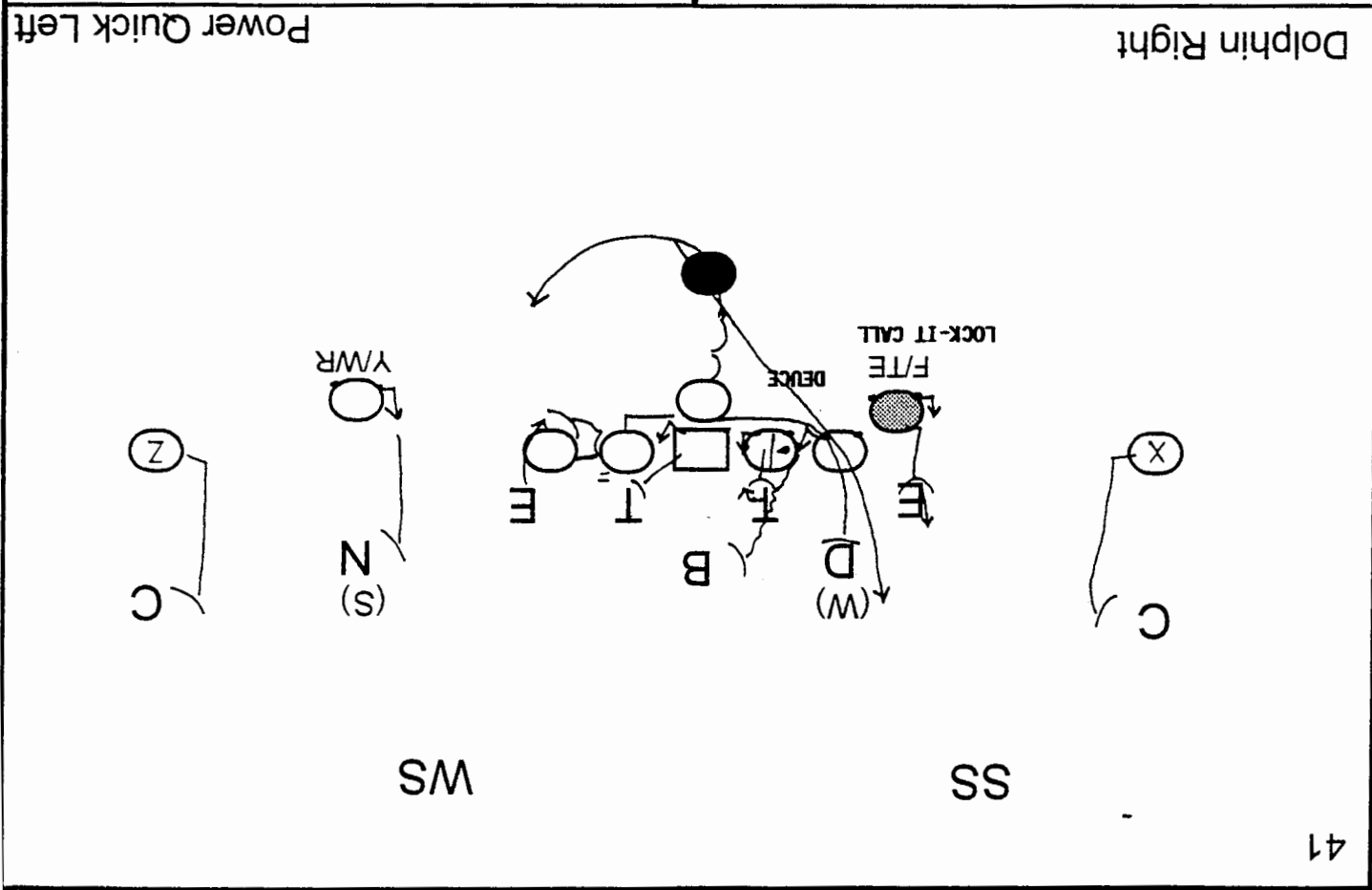
Nickel Runs



Nickel Runs

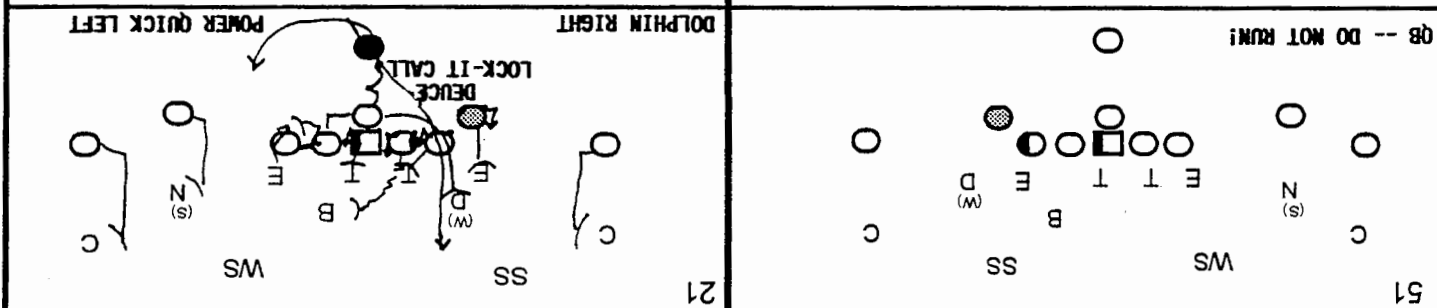
41





Dolphin Right

Power Quick Left

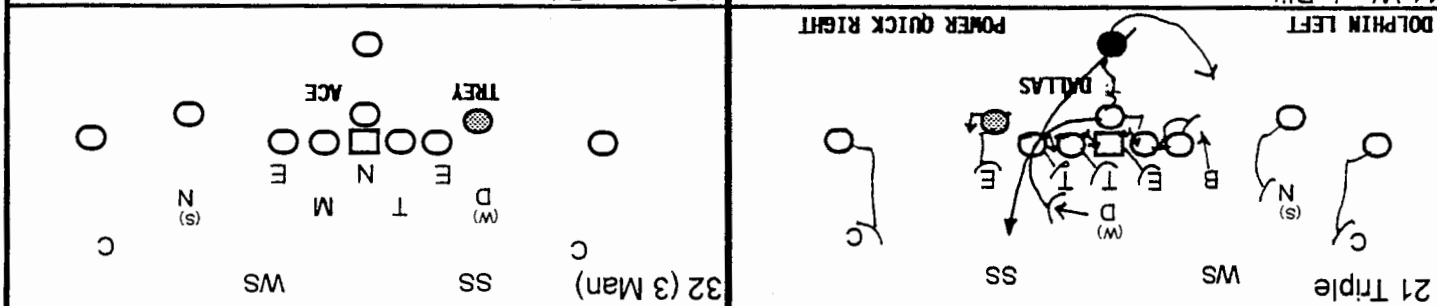


51

08 -- DO NOT RUN!

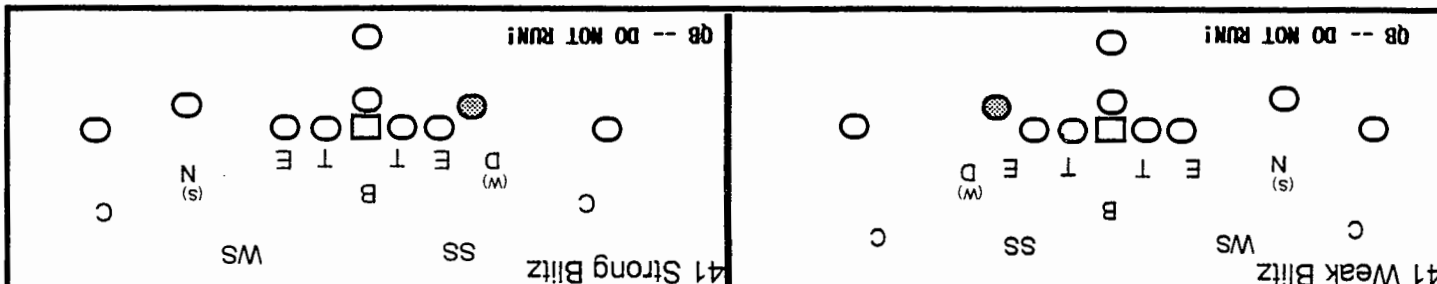
DOLPHIN RIGHT

21



21 Triple

DOLPHIN LEFT POWER QUICK RIGHT



41 Weak Blitz

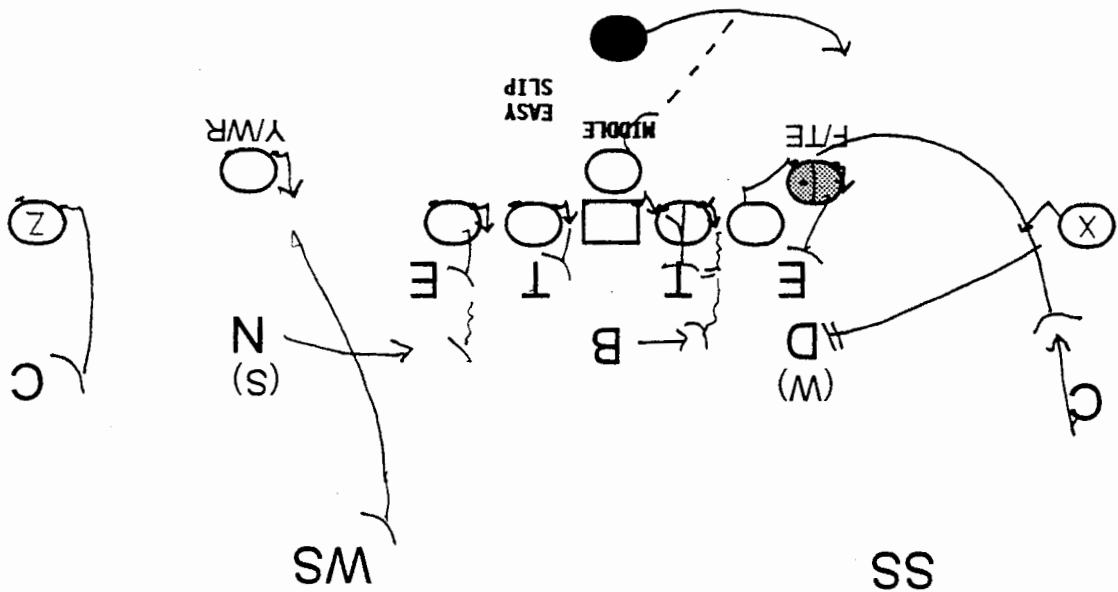
41 Strong Blitz

QB -- DO NOT RUN!

QB -- DO NOT RUN!

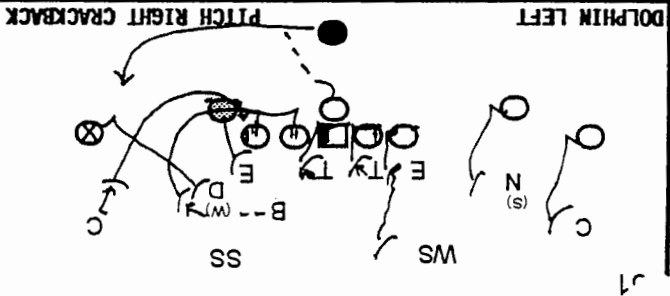
Nickel Runs

41



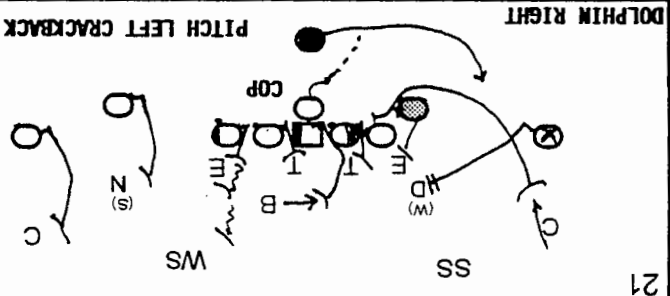
Dolphin Right

Pitch Left Crackback



DOLPHIN LEFT

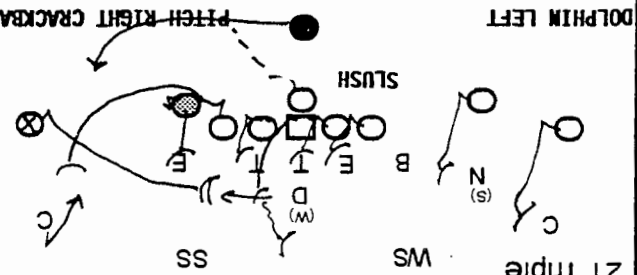
PITCH RIGHT CRACKBACK



21

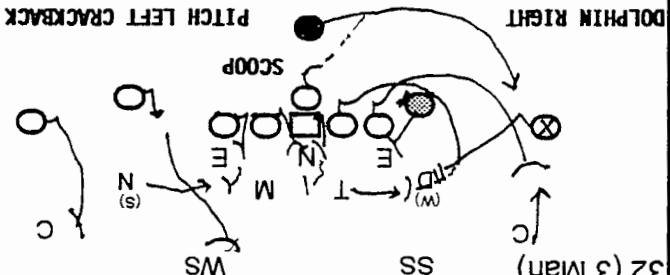
DOLPHIN RIGHT

PITCH LEFT CRACKBACK



DOLPHIN LEFT

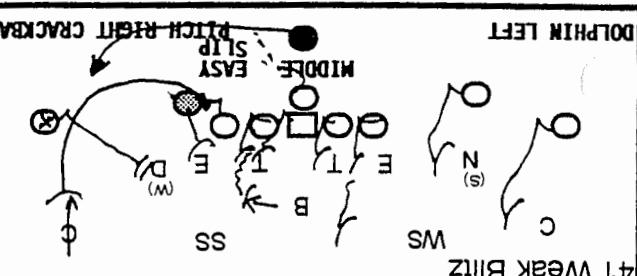
PITCH RIGHT CRACKBACK



32 (3 Man)

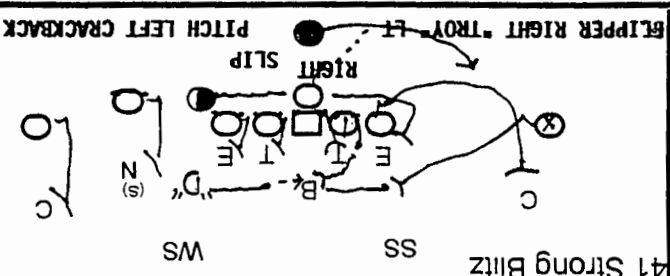
DOLPHIN RIGHT

PITCH LEFT CRACKBACK



41 Weak Blitz

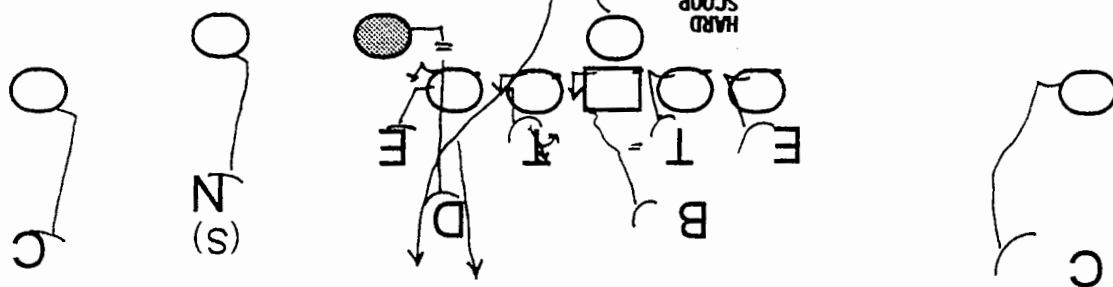
PITCH RIGHT CRACKBACK



41 Strong Blitz

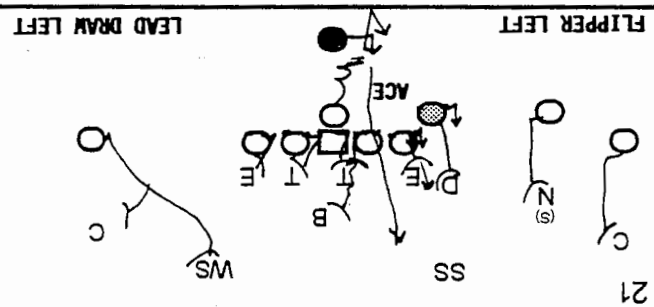
DOLPHIN RIGHT

PITCH LEFT CRACKBACK

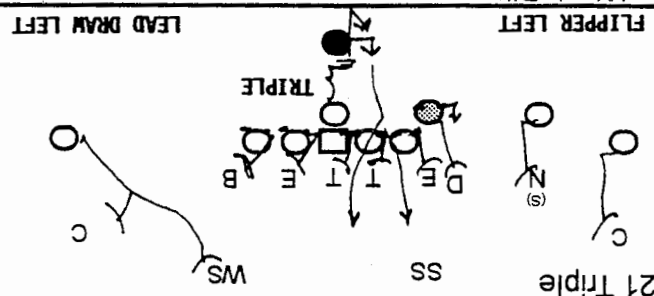


Flipper Right

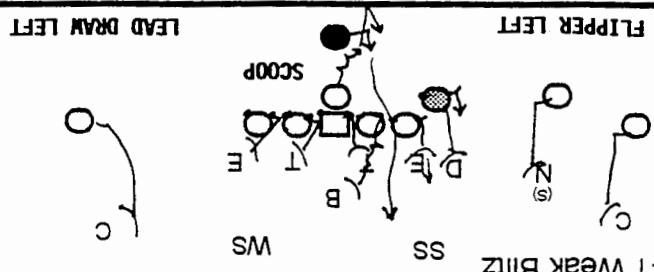
Lead Draw Right



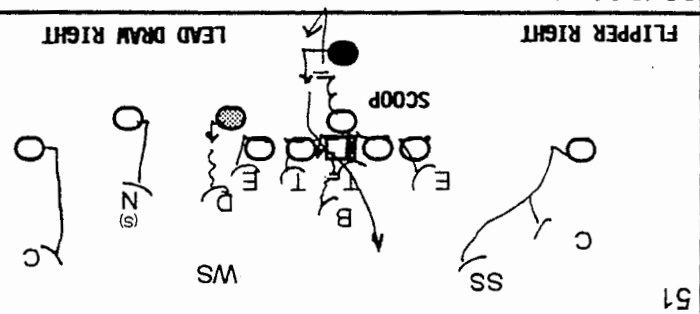
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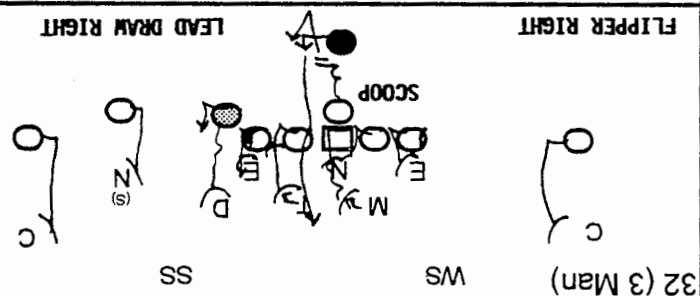
21 Triple



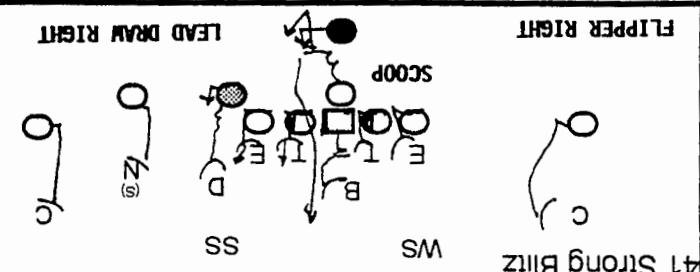
41 Weak Blitz



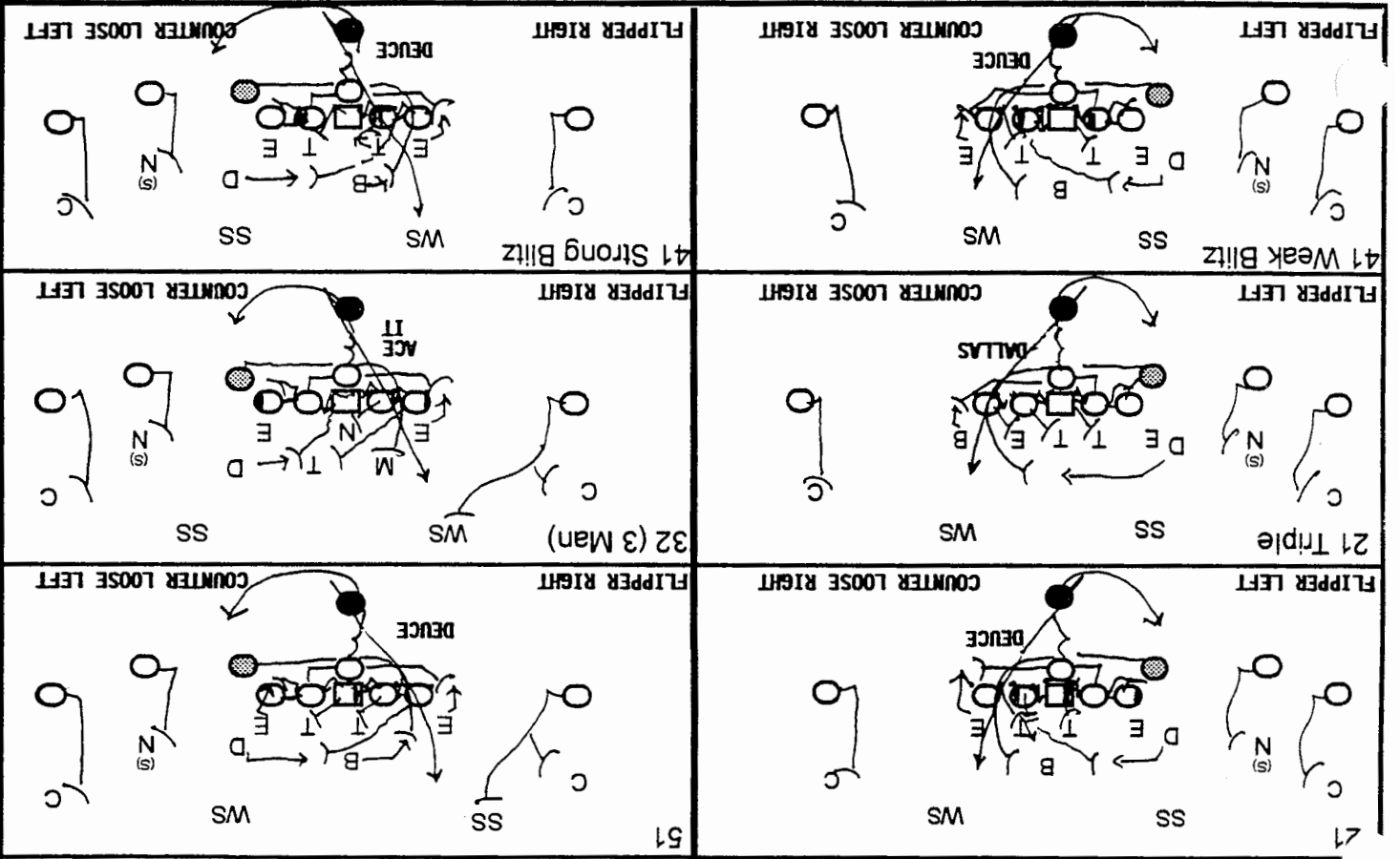
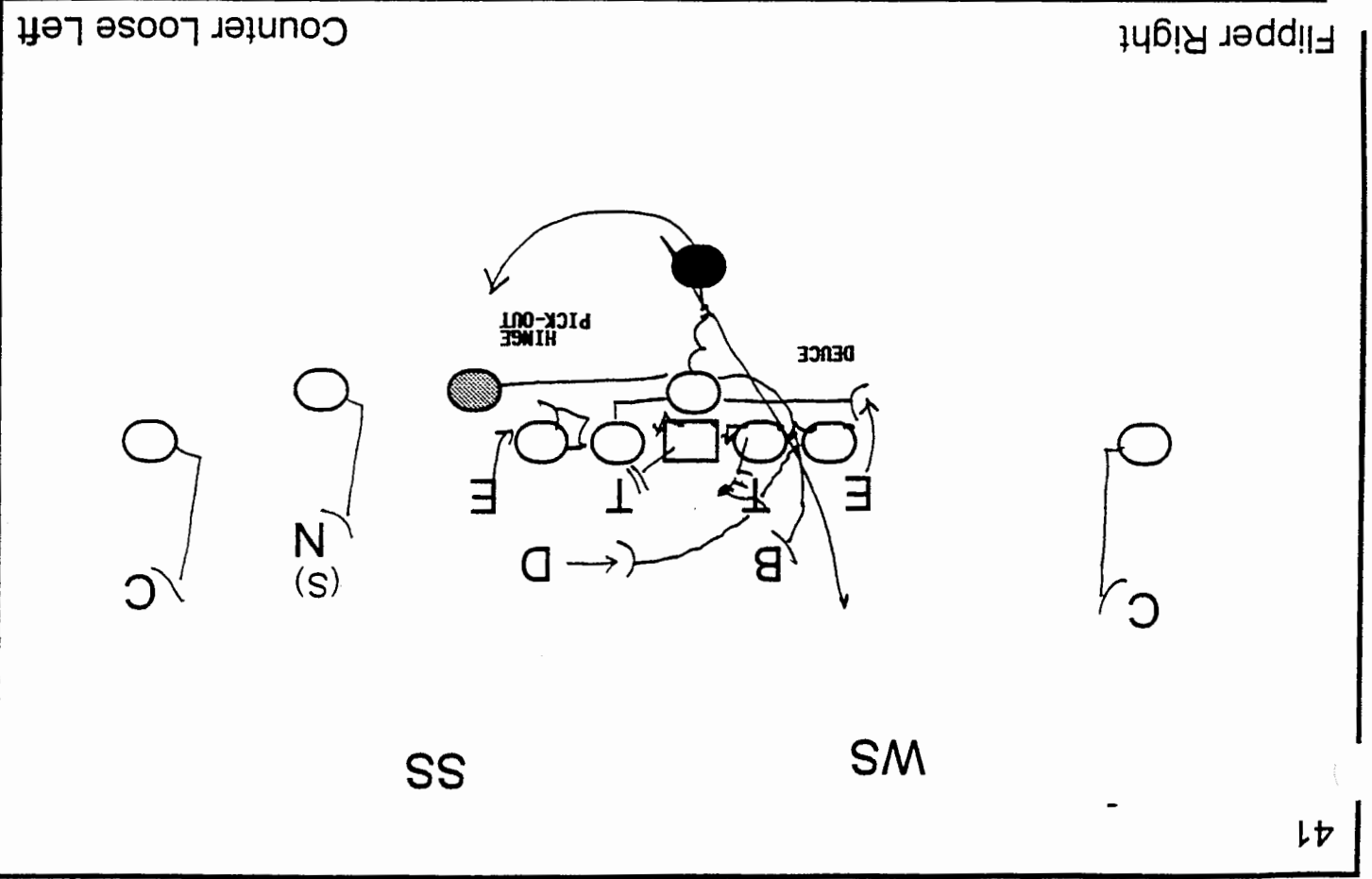
51



32 (3 Man)

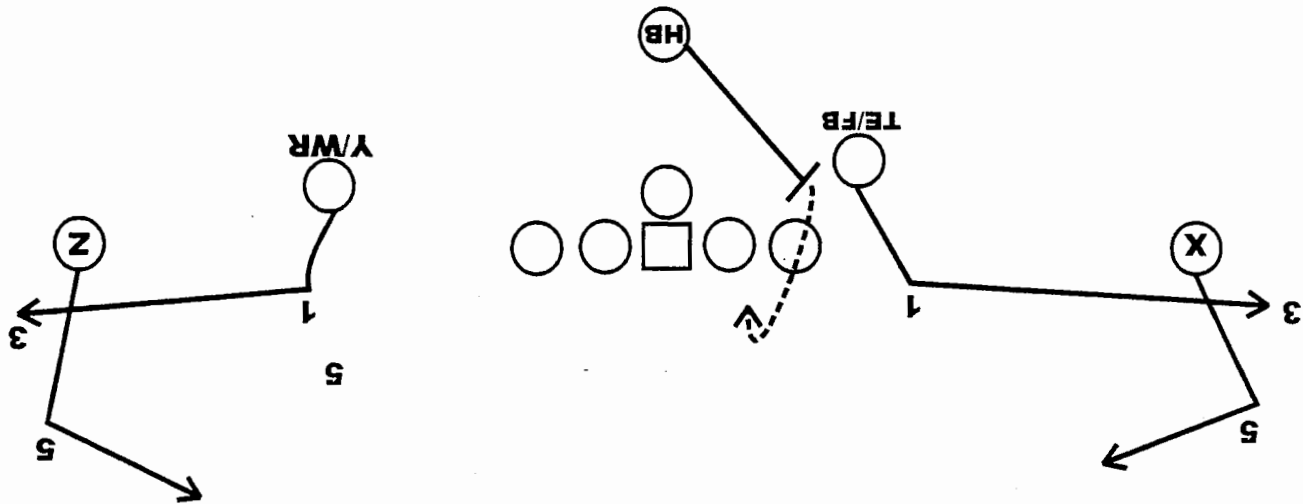


41 Strong Blitz



MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
QUICK FLOOD RT. 212 FLAT/CHECK (ALERT PUMP)

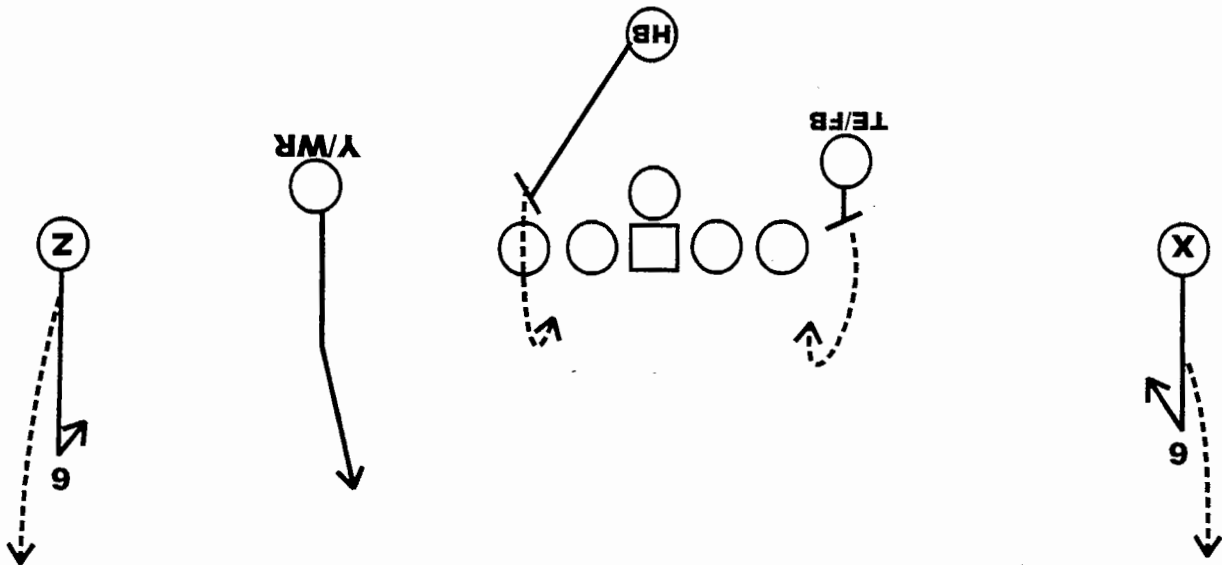


X	OUTSIDE 2 ROUTE
Y/WR	INSIDE 1 ROUTE
Z	OUTSIDE 2 ROUTE
TE/FB	FREE RELEASE - FLAT
HB	EMOL N/T CHECK DOWN
QB	3 STEP DROP: THINK STRONG Y/Z STRONGSIDE ROTATION THINK WEAK FB/X

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
QUICK BASE RT. 191 BLOCK

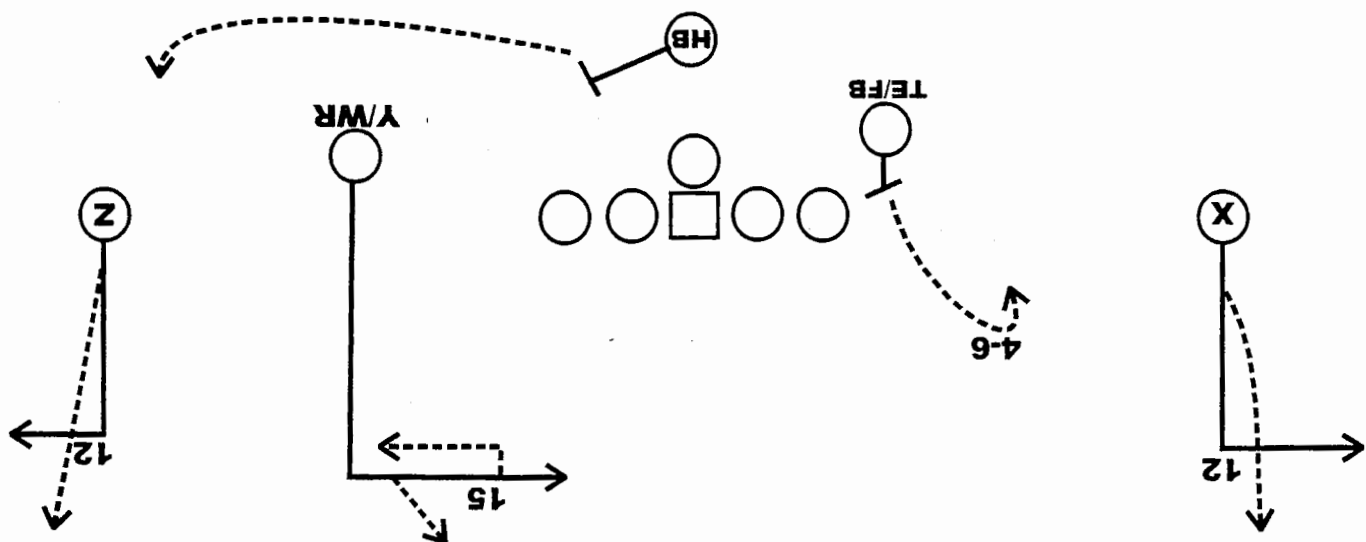


X	OUTSIDE 1 ROUTE (TAKEOFF VS M/M or ROTATION)
Y/WR	INSIDE 9 ROUTE (SEAM)
Z	OUTSIDE 1 ROUTE (TAKEOFF VS M/M or ROTATION)
TE/FB	EMOL N/T CHECK DOWN
HB	EMOL N/T CHECK DOWN
QB	3 STEP DROP: X/Z WITH CORNER OFF, ALERT Y ON SEAM ALERT TO TAKEOFFS VS PRESS or ROTATION

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
BASE RT. 383 HOOK/WIDE

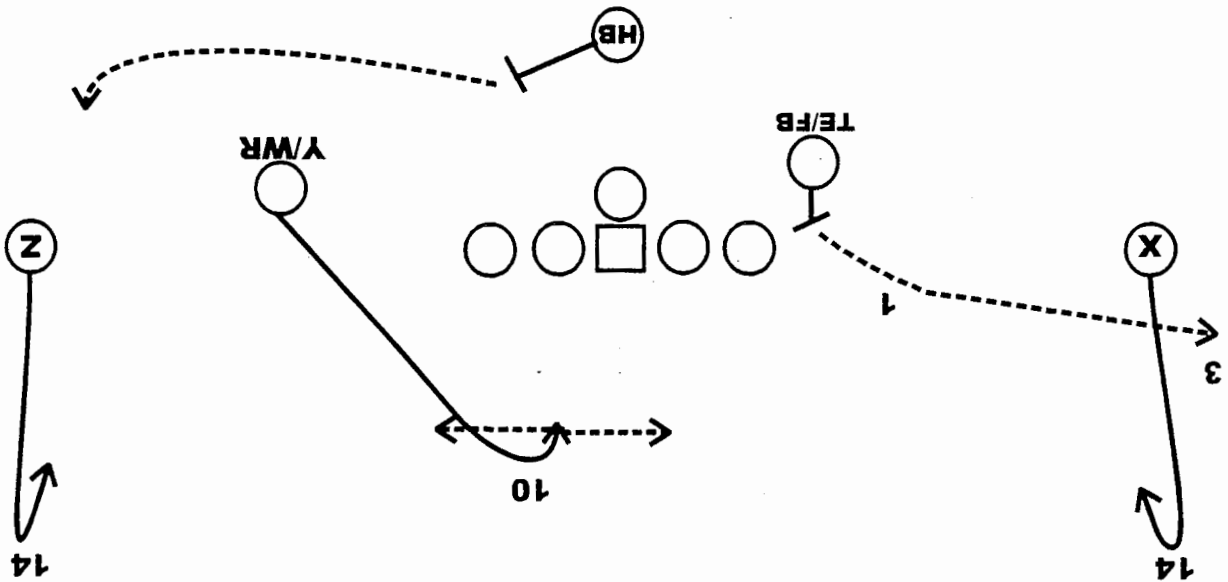


X	OUTSIDE 3 ROUTE (M/M RUN ROUTE - COV 2/8 = TAKEOFF)
Y/WR	INSIDE 8 ROUTE (Vs COV 8 RUN 10 YD OPTION - GET OPEN)
Z	OUTSIDE 3 ROUTE (M/M RUN ROUTE - COV 2/8 = TAKEOFF)
TE/FB	CHECK WILL N/T HOOK
HB	CHECK SAM N/T WIDE
QB	5 STEP DROP: M/M X or Z, N/T BACKS. COV 2 WORK STRETCH STRONGSIDE Y/Z/HB. COV 8 LOOK FOR Y ON OPTION.

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
BASE RT. 444 FLATWIDE

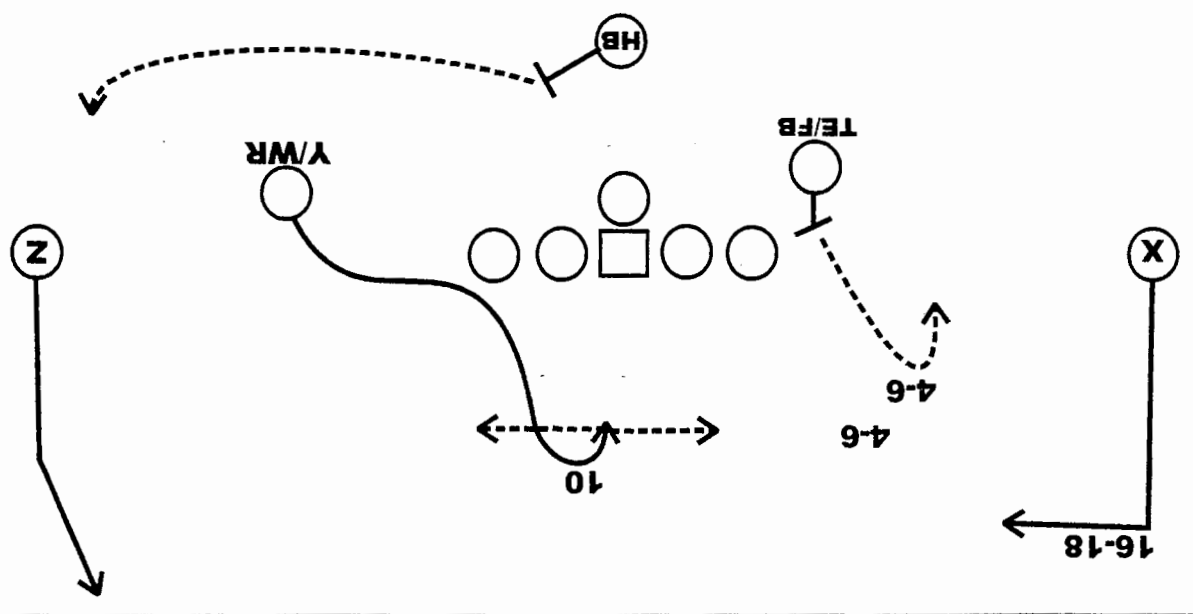


X	OUTSIDE 4 ROUTE
Y/WR	INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)
Z	OUTSIDE 4 ROUTE
TE/FB	CHECK WILL N/T FLAT
HB	CHECK SAM N/T WIDE
QB	5 STEP DROP: Y OPTION TO Z to HB STRONG ROTATION GO Y OPTION TO X to FB

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
DEEP BASE RT. 648 HOOK/WIDE



X OUTSIDE 6 ROUTE (VS SWITCH COV RUN CURL)

Y/WR INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)

Z OUTSIDE 8 ROUTE

TE/FB CHECK WILL N/T HOOK

HB CHECK SAM N/T WIDE

QB 7 STEP DROP: Y OPTION TO X to FB
DO SWITCH LOOK FOR Z ON POST

NOTES

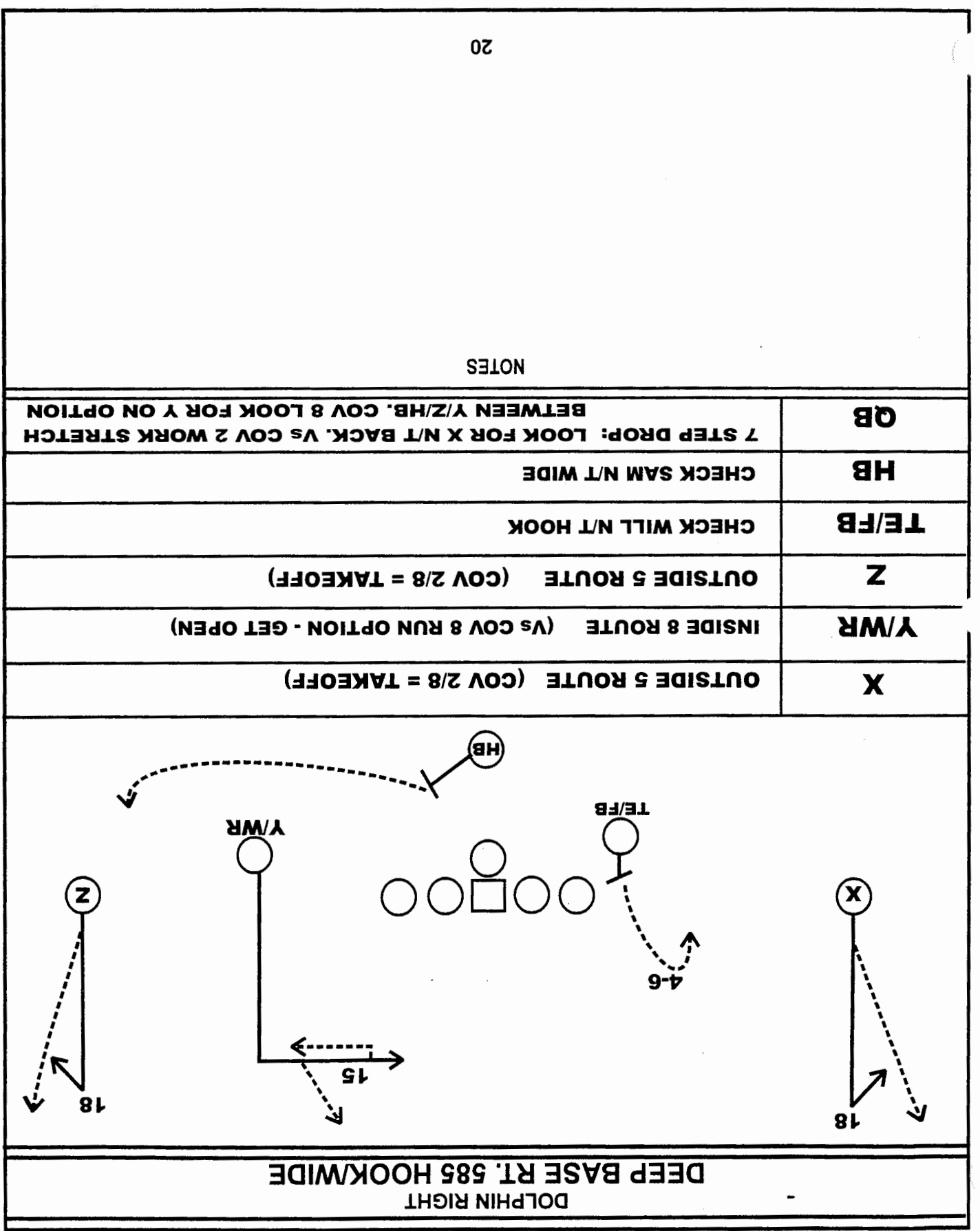
DOLPHIN RIGHT

DEEP BASE RT. 585 HOOK/WIDE

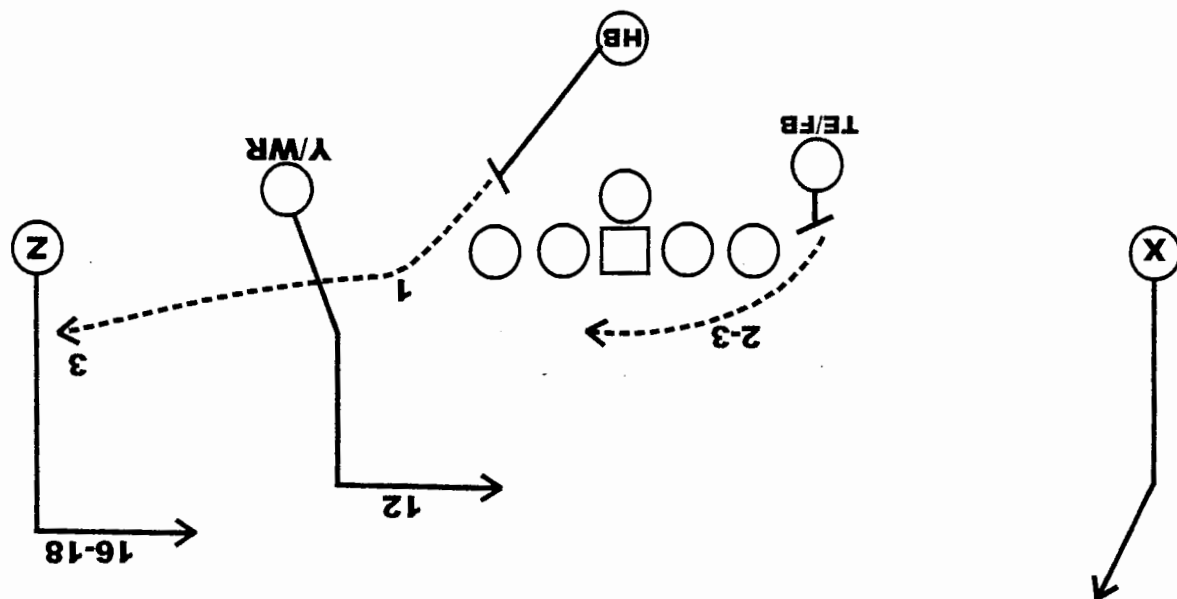
X	OUTSIDE 5 ROUTE (COV 2/8 = TAKEOFF)
Y/WR	INSIDE 8 ROUTE (VS COV 8 RUN OPTION - GET OPEN)
Z	OUTSIDE 5 ROUTE (COV 2/8 = TAKEOFF)
TE/FB	CHECK WILL N/T HOOK
HB	CHECK SAM N/T WIDE
QB	7 STEP DROP: LOOK FOR X N/T BACK, VS COV 2 WORK STRETCH BETWEEN Y/Z/HB, COV 8 LOOK FOR Y ON OPTION

NOTES

20

[illegible][illegible]

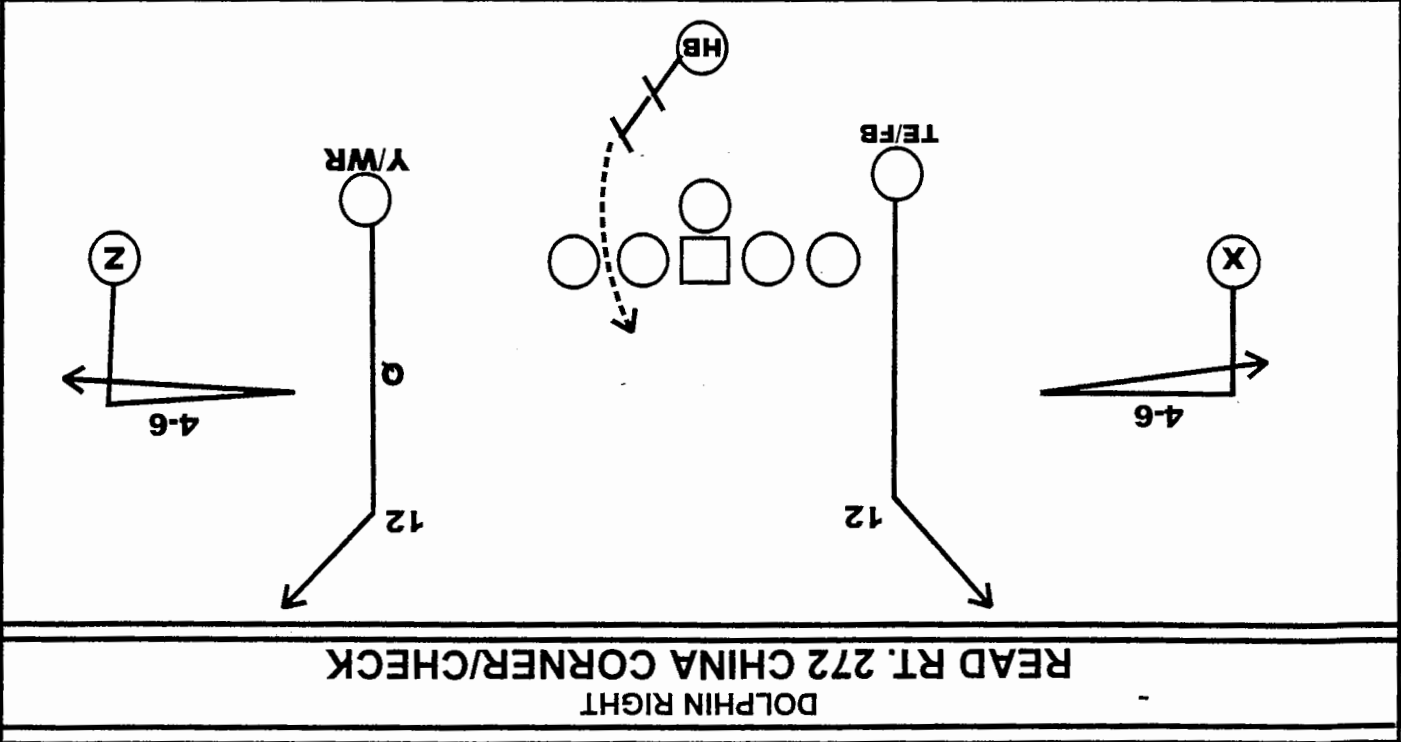
**DOLPHIN RIGHT
DEEP BASE RT. 866 RICKY**



QB	7 STEP DROP: Y to Z to HB to FB NOBODY IN MIDDLE LOOK TO X
HB	CHECK SAM N/T FLAT
TE/FB	CHECK WILL N/T CROSS
Z	OUTSIDE 6 ROUTE
Y/WR	INSIDE 6 ROUTE (ATTRACT S/S vs SWITCH COV)
X	OUTSIDE 8 ROUTE

NOTES

MIAMI DOLPHINS - OFFENSE

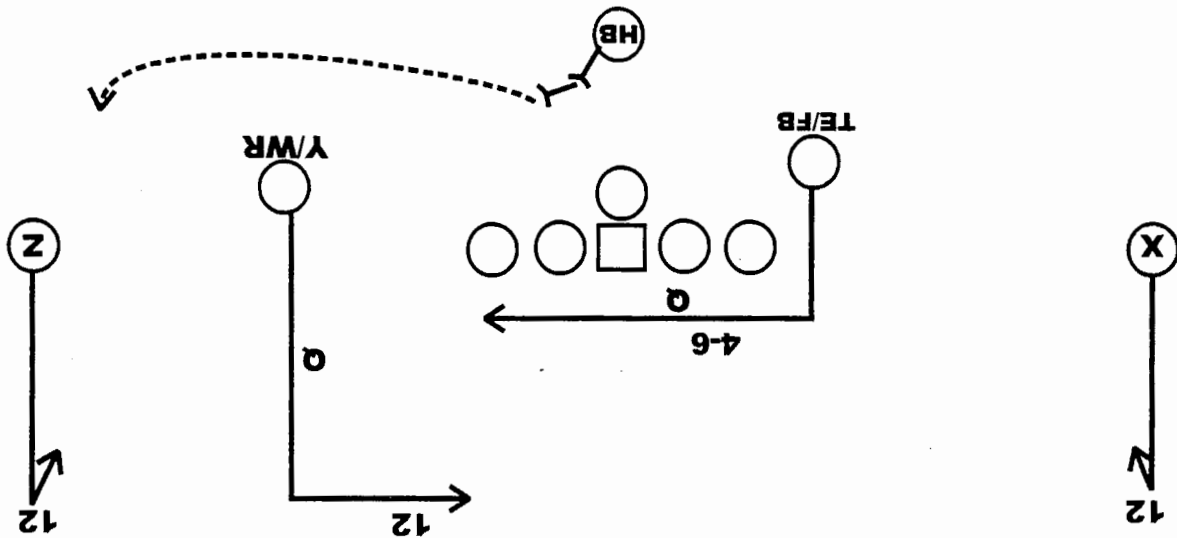


X	OUTSIDE 2 CHINA ROUTE
Y/WR	INSIDE 7 ROUTE (Q)
Z	OUTSIDE 2 CHINA ROUTE
TE/FB	FREE RELEASE - CORNER
HB	DUAL READ MIKE TO SAM N/T CHECK DOWN
QB	5 STEP DROP: STRONG ZONE GO FB/X. WEAK ZONE GO Y/Z M/M PICK A SIDE THINK DEEP TO SHORT

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
READ RT. 464 CROSS/WIDE



OUTSIDE 4 ROUTE

Y/WR

INSIDE 6 ROUTE (a)

Z

OUTSIDE 4 ROUTE

TE/FB

FREE RELEASE - CROSS (a)

HB

DUAL READ MIKE TO SAM N/T WIDE

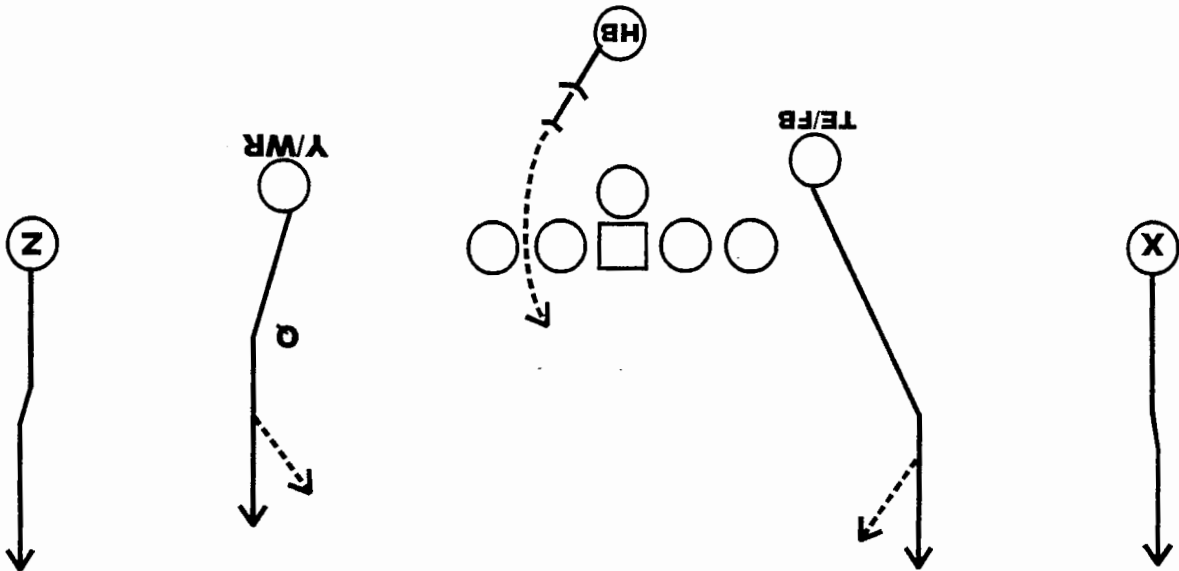
QB

5 STEP DROP: X or Z vs M/M, N/T FB/HB
ZONE WORK STRETCH BETWEEN Y/FB N/T HB

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
READ RT. 999 SEAM/CHECK

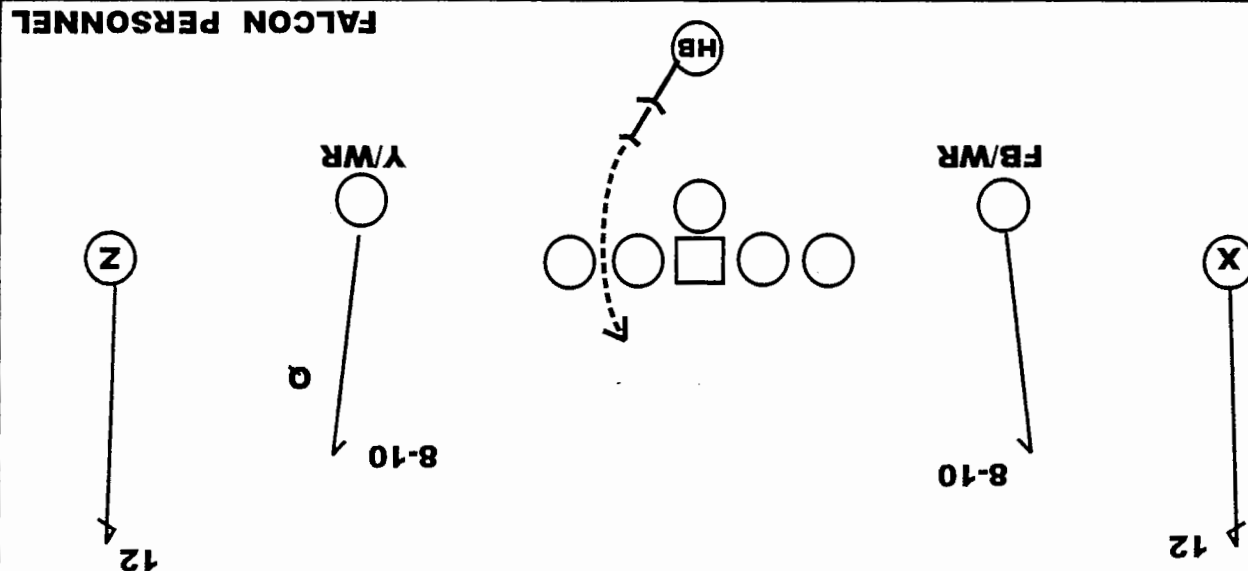


X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE (MIDDLE OPEN TAKE IT) (Q)
Z	OUTSIDE 9 ROUTE
TE/FB	FREE RELEASE - SEAM LANDMARK TOP OF NUMBERS MIDDLE OPEN TAKE IT
HB	DUAL READ MIKE TO SAM N/T CHECK DOWN
QB	5 STEP DROP: READ W/S PICK A SIDE VS COV 3 VS COV 2 PICK SIDE FOR STRETCH ON SAFETY, N/T HB

NOTES

MIAMI DOLPHINS - OFFENSE

SPREAD RIGHT
READ RT. ALL STEM /CHECK



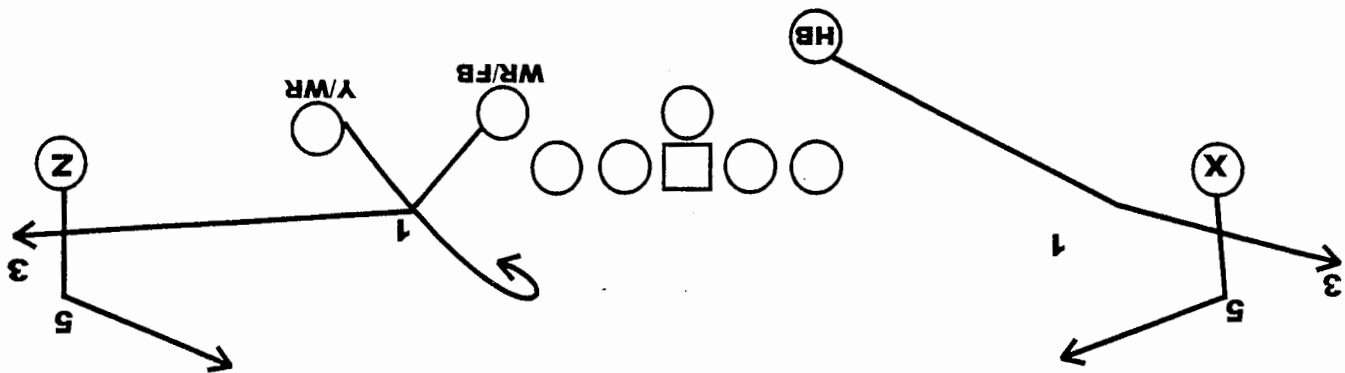
X	OUTSIDE PIVOT CURL (4 COUNT)
Y/WR	INSIDE PIVOT CURL (3 COUNT)
Z	OUTSIDE PIVOT CURL (4 COUNT)
FB/WR	INSIDE PIVOT CURL (3 COUNT)
HB	DUAL READ MIKE TO SAM N/T CHECK DOWN
QB	5 STEP DROP: TAKE SIDE WITH CORNER OFF N/T; PICK A SIDE AND WORK INSIDE OUT.

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER RIGHT

QUICK HOT RT. 202 BACKS FLAT (PUMP)

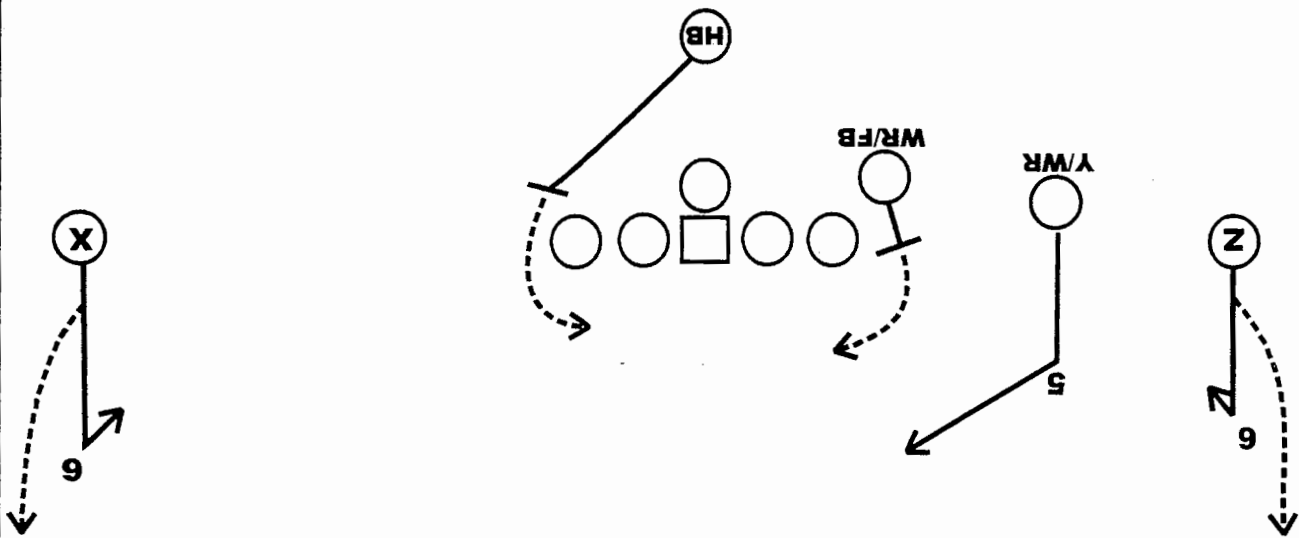


X	OUTSIDE 2 ROUTE
Y/WR	INSIDE ZERO ROUTE
Z	OUTSIDE 2 ROUTE
WR/FB	FREE RELEASE - FLAT
HB	FREE RELEASE - FLAT
QB	3 STEP DROP: STRONGSIDE THROW FB/Z/Y STRONG ROTATION LOOK HB to X

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER LEFT
QUICK BASE LT. 121 BLOCK

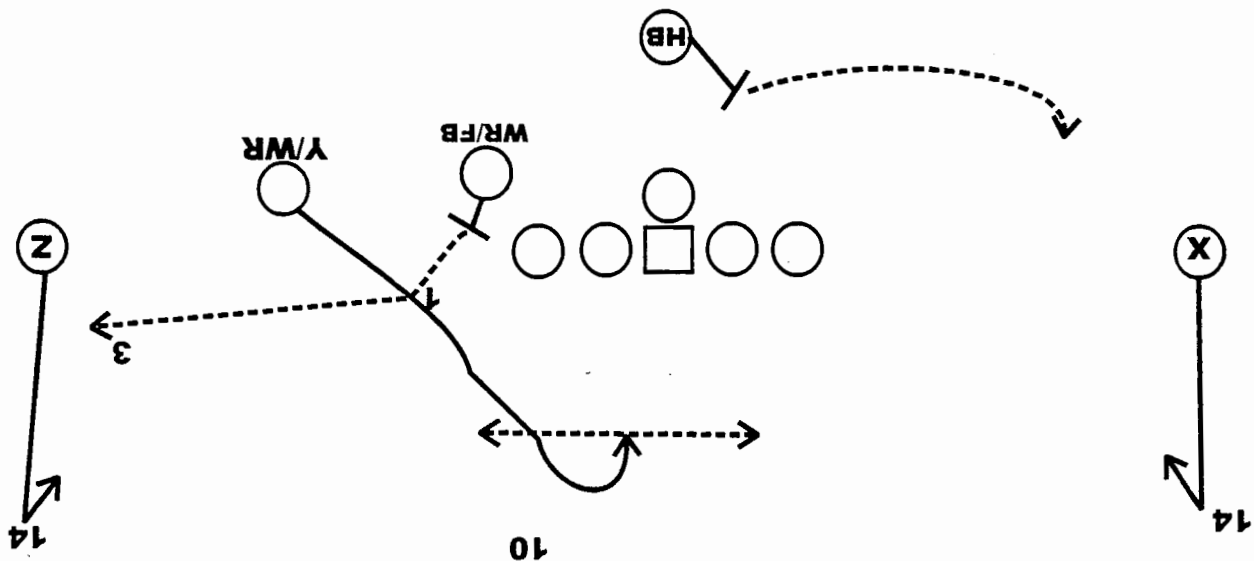


QB	3 STEP DROP: X or Z WITH CORNER OFF, ALERT Y ON SEAM. ALERT X/Z TAKEOFF VS PRESS OR ROTATION.
HB	EMOL N/T CHECK DOWN
WR/FB	EMOL N/T CHECK DOWN
Z	OUTSIDE 1 ROUTE (PRESS or ROTATION = TAKEOFF)
Y/WR	INSIDE 2 ROUTE (SEAM)
X	OUTSIDE 1 ROUTE (PRESS or ROTATIONS = TAKE OFF)

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER RIGHT
BASE RT. 444 BACKS FLAT

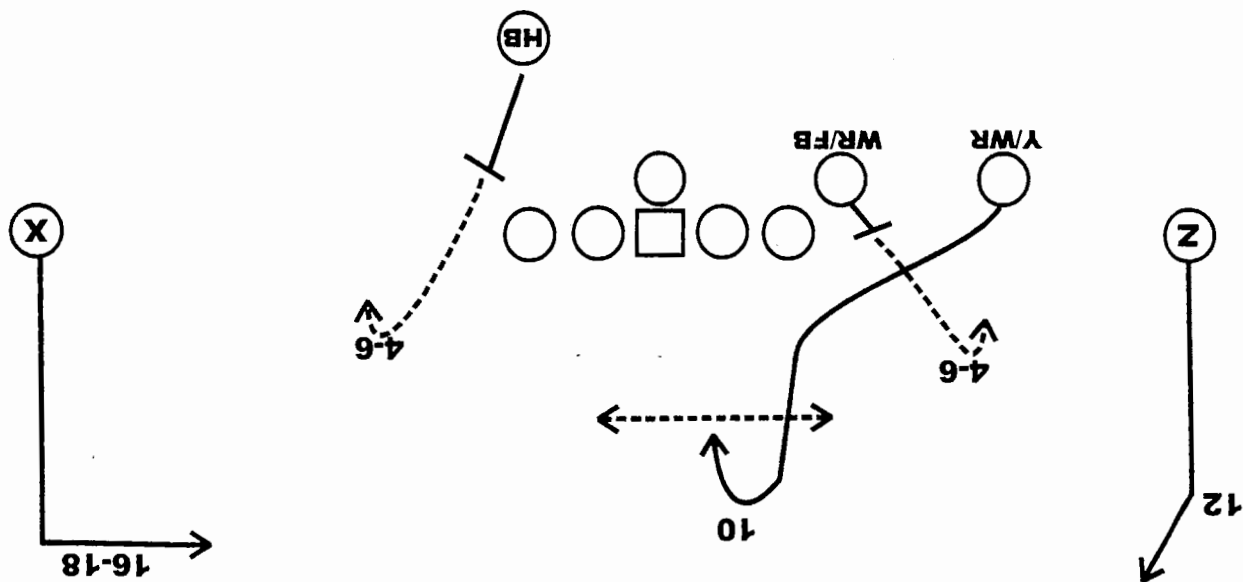


X	OUTSIDE 4 ROUTE
Y/WR	INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)
Z	OUTSIDE 4 ROUTE
WR/FB	CHECK SAM N/T FLAT
HB	CHECK WILL N/T WIDE
QB	5 STEP DROP: Y OPTION TO Z TO FB STRONG ROTATION - Y OPTION TO X TO HB

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER LEFT
DEEP BASE LT. 648 BACKS HOOK



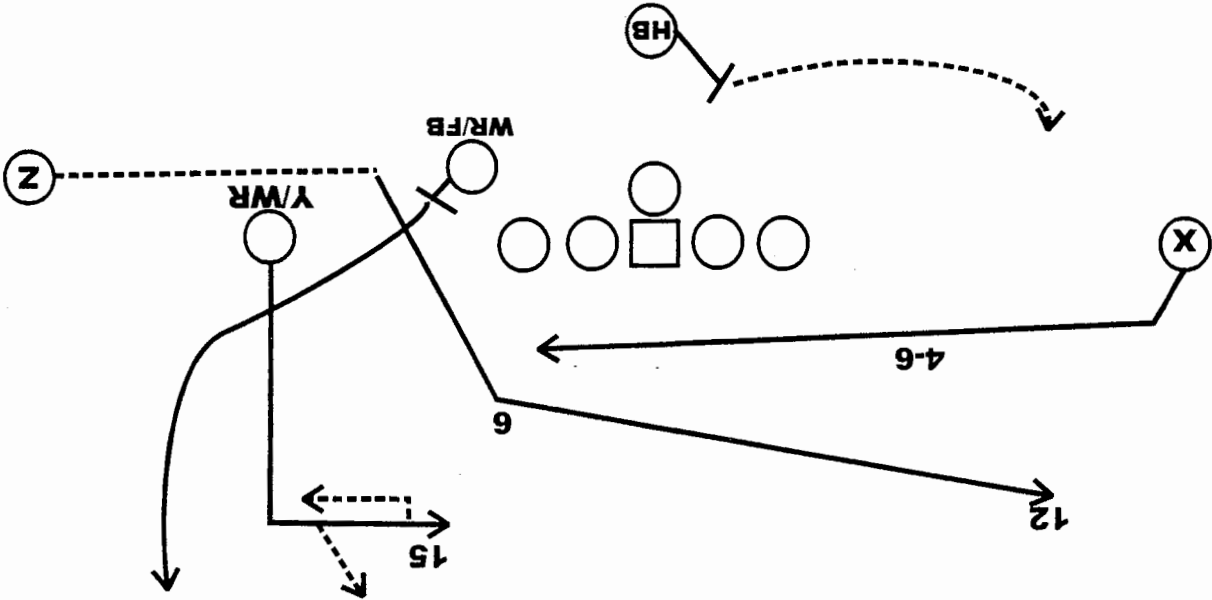
X	OUTSIDE 6 ROUTE (SWITCH COV = CURL)
Y/WR	INSIDE 4 ROUTE (GET OPEN IN MIDDLE OF FIELD)
Z	OUTSIDE 8 ROUTE
WR/FB	CHECK SAM N/T HOOK
HB	CHECK WILL N/T HOOK
QB	7 STEP DROP: LOOK Y OPTION TO X N/T HB W/S NOT IN MIDDLE CAN GO TO POST

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER RIGHT ZIP

DEEP BASE RT. 080 SMASH SHOOT/WIDE

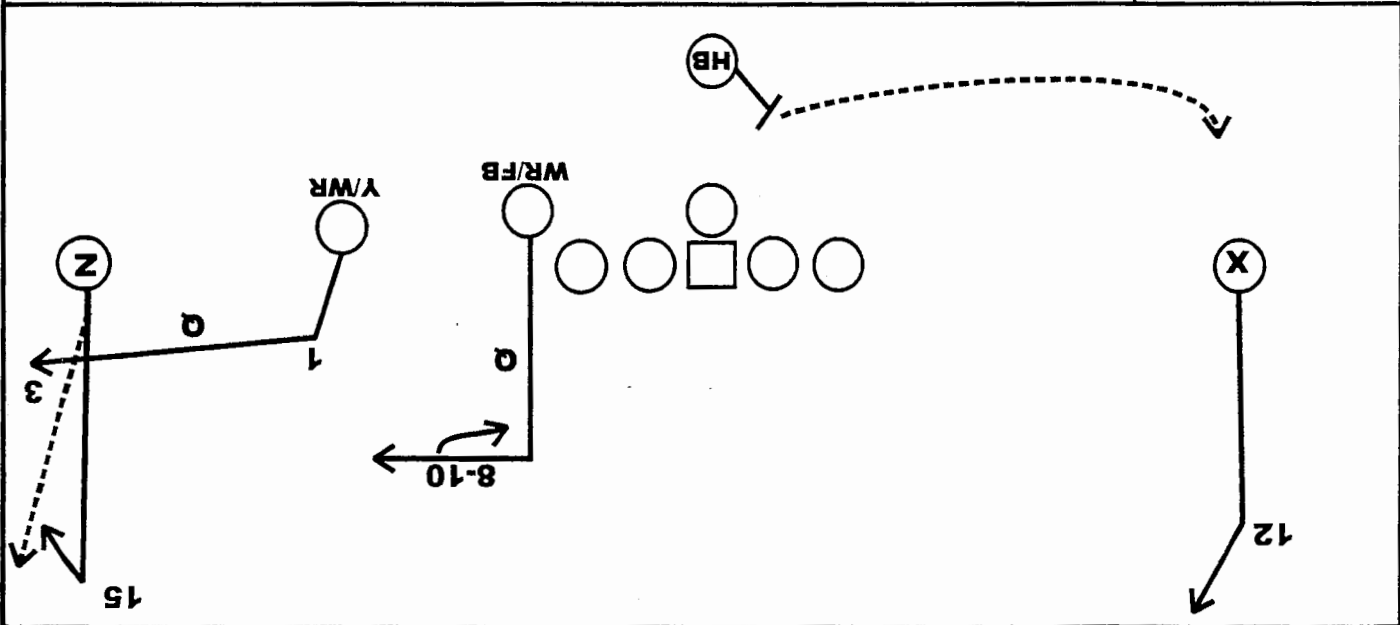


X	OUTSIDE ZERO ROUTE
Y/WR	INSIDE 8 ROUTE
Z	OUTSIDE DEEP ZERO ROUTE
WR/FB	CHECK SAM N/T SHOOT
HB	CHECK WILL N/T WIDE
QB	7 STEP DROP: COV 3 WORK Y to X M/M LOOK FOR FB N/T Y to X

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER RIGHT
SCAT RT. 815 OPTION/WIDE

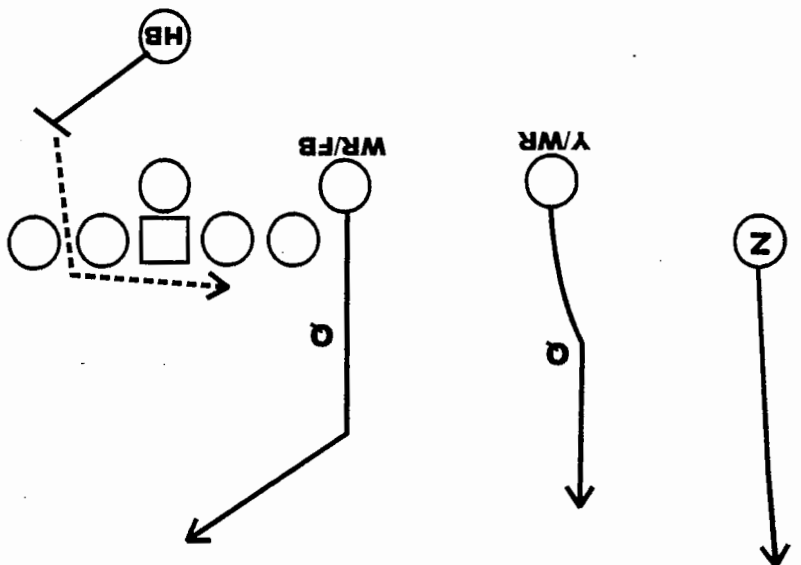


X	OUTSIDE 8 ROUTE (LOOK) (PRESS or ROTATION RUN 9 ROUTE)
Y/WR	INSIDE 1 ROUTE (a)
Z	OUTSIDE 5 ROUTE (ROTATION RUN 9 ROUTE)
WR/FB	FREE RELEASE - OPTION (RUN IT LIKE INSIDE 3 ROUTE) (a)
HB	CHECK WILL N/T WIDE
QB	5 STEP DROP: LOOK FOR X N/T FB to Y N/T Z

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER LEFT
SCAT LT. 999 SEAM/DART



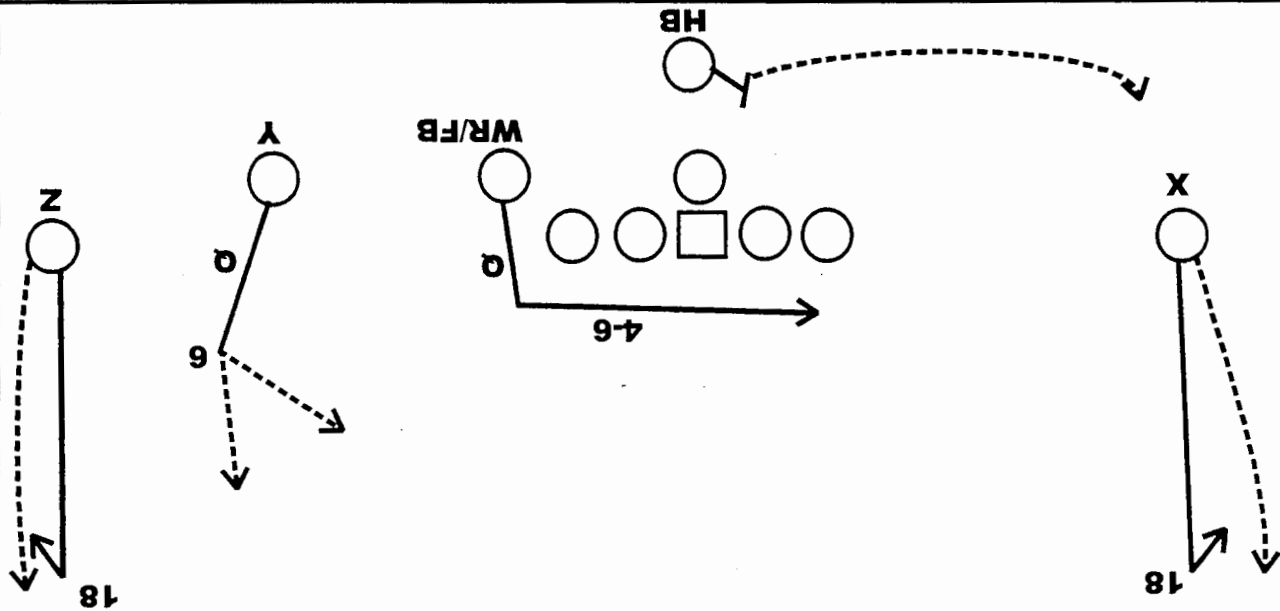
X	OUTSIDE 9 ROUTE
Y/WR	INSIDE 9 ROUTE LAND MARK TOP OF NUMBERS (Q)
Z	OUTSIDE 9 ROUTE
WR/FB	FREE RELEASE - SEAM LANDMARK MIDDLE OF FIELD
HB	CHECK WILL N/T DART
QB	5 STEP DROP: QUICK LOOK AT X VS B/R. COV 3 WORK STRONGSIDE STRETCH - COV 2 FB/Z

NOTES

QB NOTE: COULD CALL 995 SEAM/DART

MIAMI DOLPHINS - OFFENSE

FLIPPER RT.
SCAT RT. 525 CROSS/WIDE



X OUTSIDE 5 ROUTE (VS COV 2 = 9 RTE)

Y INSIDE 2 ROUTE (a)

Z OUTSIDE 5 ROUTE (VS COV 2 = 9 RTE)

WR/FB

FREE RELEASE = CROSS (a)

HB

CHECK WILL N/T WIDE

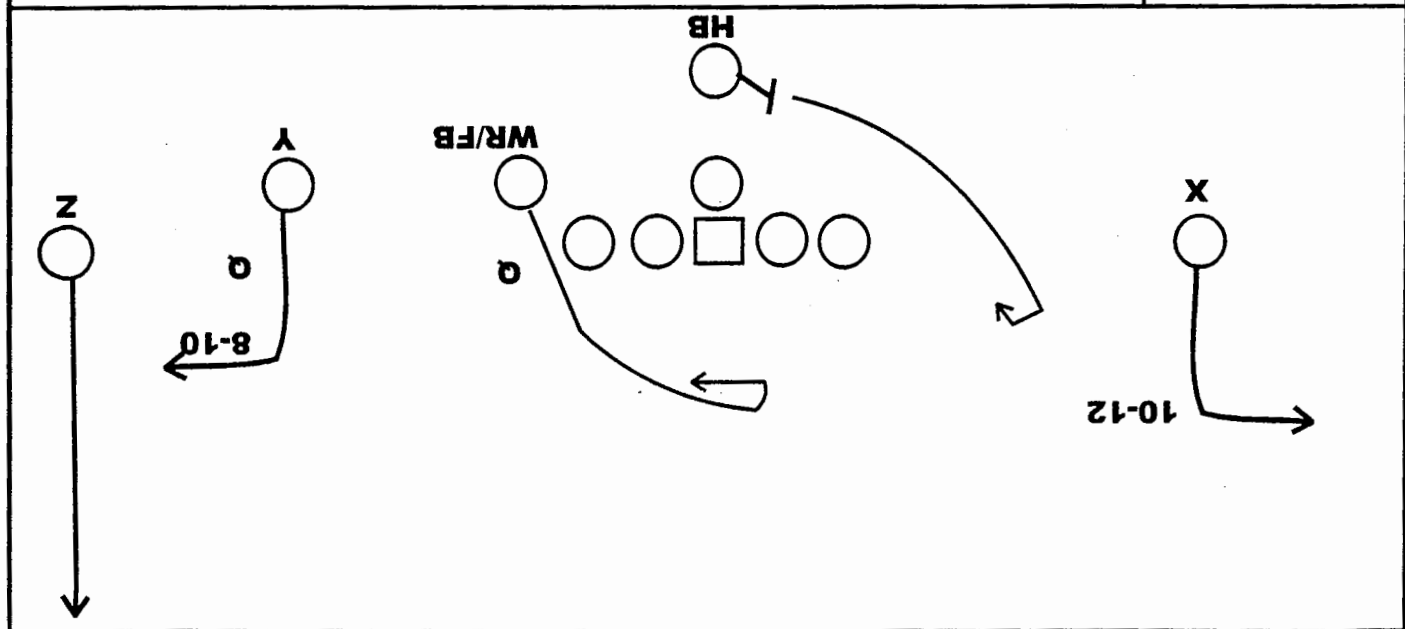
QB

5 STEP DROP: Y FIRST (3 STEP) N/T FB N/T X

NOTES

MIAMI DOLPHINS - OFFENSE

FLIPPER RT.
SCAT RT. 339 PIVOT



X	OUTSIDE 3 ROUTE. (3 COUNT)
Y	INSIDE 3 ROUTE (a)
Z	OUTSIDE 9 ROUTE . OUTSIDE RELEASE.
WR/FB	FREE RELEASE : PIVOT 3. (a)
HB	CHECK WILL N/T HOOK
QB	5 STEP DROP: X FIRST IF CORNER OFF. N/T; LOOK Z TO Y TO FB.

NOTES

Two-Minute Offense

<u>ITEM</u>	<u>PAGE</u>
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Two-Minute Package	1-2
Bunch Route	3
999 Score	4

Two Minute Package

The Most Important part of the ball game is the Last Two Minutes of either half. Many games are won or lost during that vital time. It is very important that the team captains and Quarterbacks know when time is out. It is just as important that everyone know whether the clock starts with the Snap of the ball or with the Referee's signal or whistle. Each Player should know the rules that specifically cover these situations. Time Outs need to be saved for these last two minute situations. A Team that can handle itself with poise and without confusion and frustration will be the champion. We Are the Best!

General Two Minute Rules & Guidelines

1. The Head Coach will handle all timeouts.
2. Everyone hurry to the LOS and get into a ready position. Do Not wait on the Quarterback.
3. Everyone line up in the previous formation unless the QB changes strength.
4. The snap count will be on 2nd sound unless otherwise called by QB.
5. Get out of bounds with the ball. Get as much yardage as possible and then get out of bounds.
6. All substitutions will be handled by the coaches. Never take yourself out of the game.
7. If there are no time outs left, the clock can be stopped on 1st, 2nd, or 3rd Down by throwing a clock play.

THE BALL IS PUT IN PLAY ON THE "SNAP" IN THE FOLLOWING SITUATIONS:

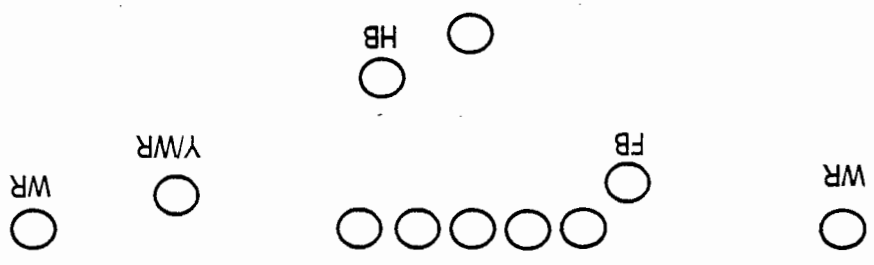
- AFTER TWO MINUTE WARNING TO BOTH BENCHES
- AFTER CHANGE OF POSSESSION (FUMBLE-PUNT-INTERCEPTION)
- INCLUDING "FAIR CATCH"
- AFTER A TIME OUT (THREE (3) PER HALF)
- AFTER INCOMPLETE PASS.
- AFTER A FOUL OR PENALTY. (NO TIME OUT CHARGED IF INJURED
- PLAYER IS RESULT OF PENALTY.
- AFTER OUT-OF-BOUNDS PLAY. (RUN-PASS-KICK RETURN).
- AFTER TOUCHBACK (FIELD GOAL - PUNT).

THE BALL IS PUT IN PLAY BY REFEREE'S SIGNAL IN THE FOLLOWING SITUATIONS:

- AFTER MEASUREMENT FOR A FIRST DOWN, BE READY TO PLAY.
- AFTER A PILE UP FOLLOWING A PLAY OR QB SACK (MINIMUM OF 5 SECONDS).
- AFTER EQUIPMENT REPAIR.
- AFTER AN INJURY TIME OUT (AFTER LEGAL 3). (COST - 10 SECONDS).
- AFTER 4TH TIME OUT. (PENALIZED 5 YARDS AND 10 SECONDS).

Two Minute Package

Dolphin Right

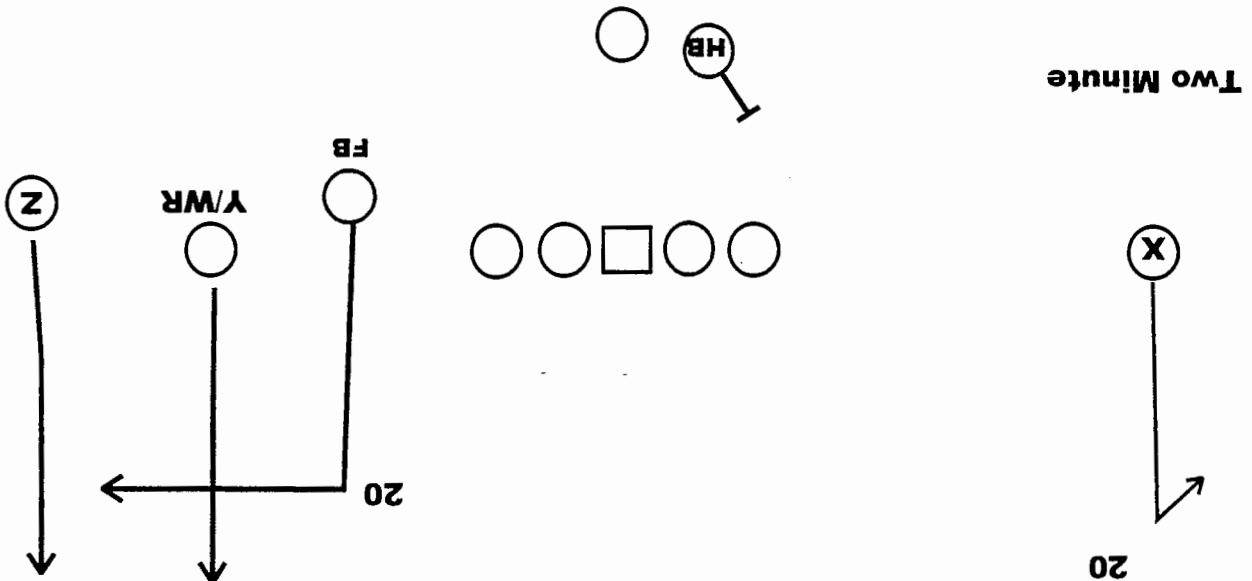


Dolphin or Falcon Personnel

Run Game				Passing Game			
Primary	QB Call	Base Pro	QB Call	Read Pro	QB Call	Quick Pro	QB Call
Paint (Strong)	"50 or 51"	383 Bks Rt	"83"	999 Seam Ck	"Read 99"	Read 212	"Read 12"
		444 Bks Flat	"44"	111 Hitch Ck	"Read 11"	Base Clock	"Clock"
		648 HK Wide	"48"	222 Cross Ck	"Read 22"		
		866 Ricky	"66"	All Stem	"Rd Stem"		
		585 Bks Rt	"85"				
		080 Smash	"80"	Scats	QB Call	Screens	QB Call
		989 Bks Rt-Lt	"89"	785 Option Flat	"Scat 85"	Middle Screen	"54 or 55"
		879 Flat	"79"				

MIAMI DOLPHINS - OFFENSE

BUNCH RIGHT
DEEP SCAT RT. BENCH



OUTSIDE 5 ROUTE

X

INSIDE 9 ROUTE

Y/WR

OUTSIDE 9 ROUTE

Z

OUT ROUTE AT 20 YARDS GET OUT OF BOUNDS

FB

Check Will N/T -Help

HB

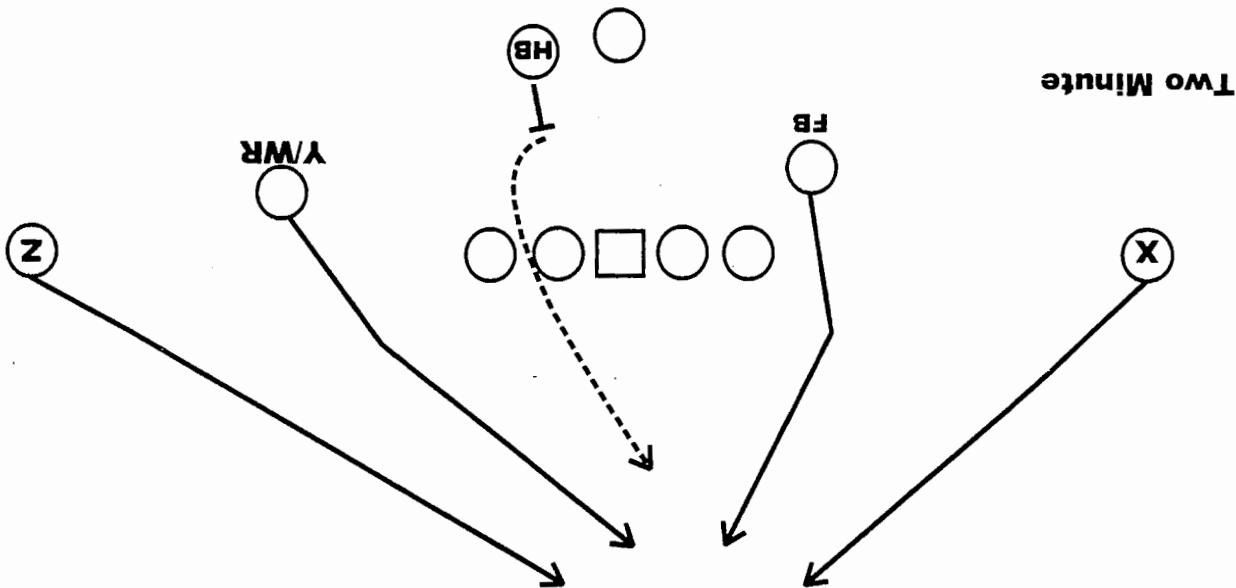
7 Step drop: Stay with strongside out unless you get single coverage on X. Must get 20 yds for FG.

QB

NOTES

MIAMI DOLPHINS - OFFENSE

DOLPHIN RIGHT
READ RT. 999 Score



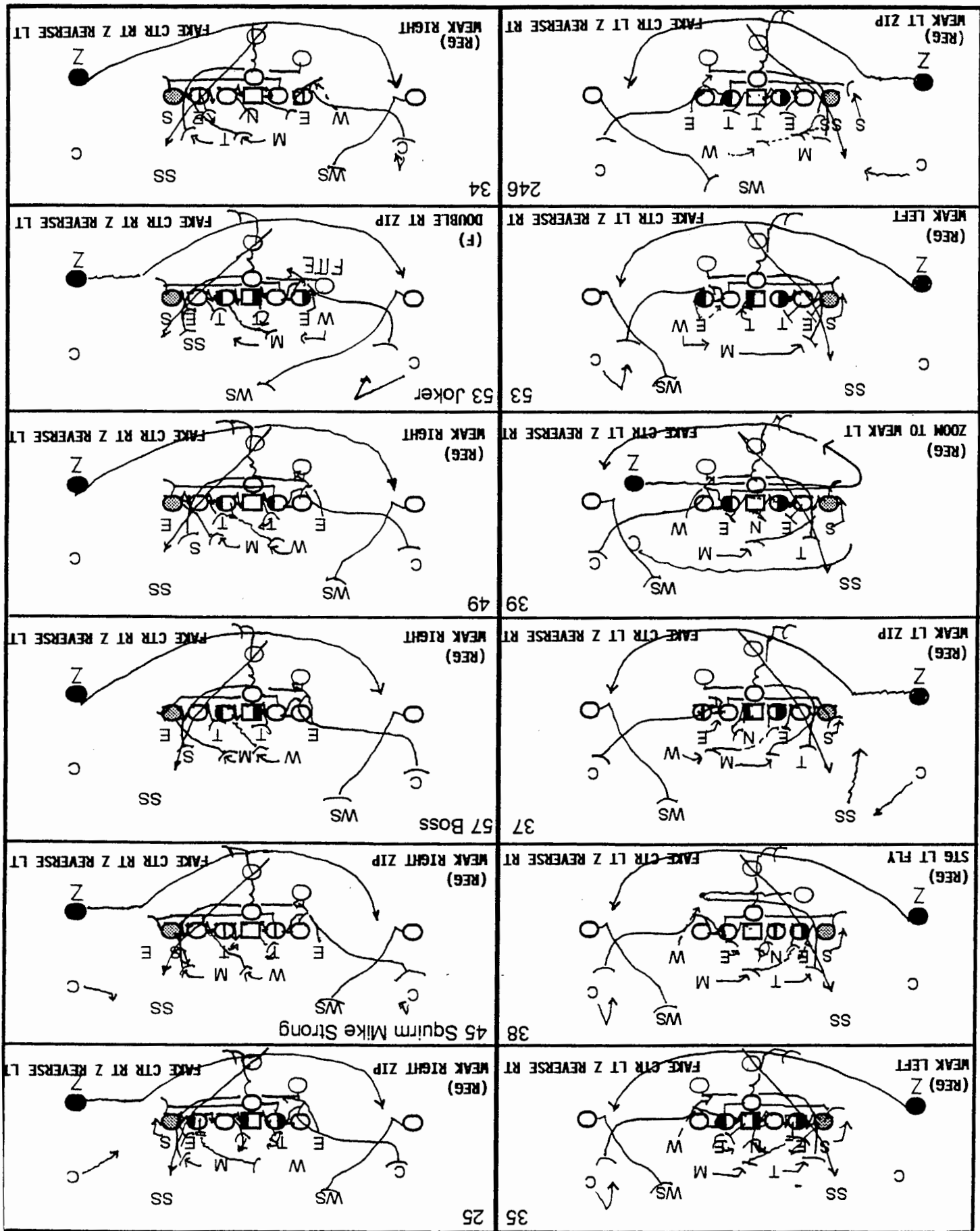
X	OUTSIDE 9 ROUTE (Look for Tip)
Y/WR	INSIDE 9 ROUTE (Get to Middle of the Field-Jumper)
Z	OUTSIDE 9 ROUTE (Look for Tip)
TE/FB	FREE RELEASE - SEAM (Look for Tip)
HB	DUAL READ MIKE TO SAM N/T. Get downfield look for pitched ball
QB	7 Step drop: Allow Receivers time to get to Middle of field. Get ball high so there will be a jump ball.

NOTES

Specials

<u>ITEM</u>	<u>PAGE</u>
Fake Counter Z Reverse	1-2
Statue @ 8/9	3-4
Stretch Zeus Back	5-6
Base 444 Flea Flicker	7-8

Fake Counter Switch Rt/Lt - Z Reverse Lt/Rt	
43	
Fake Counter Rt Z Reverse Lt Double Right	
Play Description Misdirection off the Counter play to take advantage of over pursuing defenders.	
QB	Good counter take then over the top hand off to Z. Block anything trailing Z.
FB	Block counter.
BC	Fake counter.
OFF-T	Hinge and pick-out. Release and block first force to the side of the reverse.
OFF-G	Pull, trap EMOL. Same as Counter Rt or Lt Rules.
C	Block backside. Work to wheel the defender away from the side of the reverse. Same as Counter Rt or Lt rules.
ON-G	Block first inside on or off LOS. Work to wheel defender away from the side of the reverse. Same as Counter Rt or Lt rules.
ON-T	Block first inside on or off LOS. Same as Counter Rt or Lt rules.
Y	Block Counter. Same calls apply.
Z	Take adjust step then come "Weakside" to receiver over the top hand off from QB. (Possible Zip).
X	Block FS.



FAKE COUNTER RIGHT Z REVERSE LEFT

FAKE COUNTER LEFT Z REVERSE RIGHT

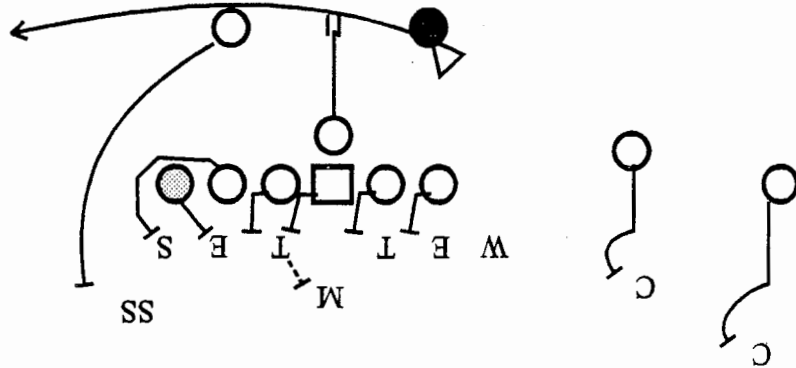
QB	Take 3 step drop fake throw weak. Then make over the top hand off to HB.
BB	Quick set to show pass then release to block support.
BC	Quick set to show pass then reverse to receive over the top hand off. Run to break contain.
OFF-T	Man block #2. Draw technique, work butt into hole. NOTE: Double formation, alert zone-it or "Safety" call.
OFF-G	Man block #1. Draw technique. Possible "Gap" with Onside Guard. NOTE: Vs 45 Mike strong, can make name call - pull around for Mike.
C	Man block #0. Draw technique. Possible "Gap" with onside Guard. NOTE: Vs 45 Mike strong, can make name call - pull around for Mike.
ON-G	Man block #1. Draw technique. Possible "Gap" or "Slip".
ON-T	Man block #2. Draw technique. Vs "T" Bubble, stand up "Scoop" with TE. Vs 5 technique, quick set - execute "Ted" scheme to Sam LB'er.
Y	Vs T Bubble execute stand up scoop with tackle. Vs 5 technique, quick set - execute "Ted" block.
Z	Release to show pass then block man over you.
X	Release to show pass then block man over you.

Play Description

Delayed sweep designed to get defense committed by showing pass and allow us to pin EMOL. We will use a stand-up scoop vs T Bubble and Ted blocking vs solid look. Will not run vs blitz look.

Statue at 8

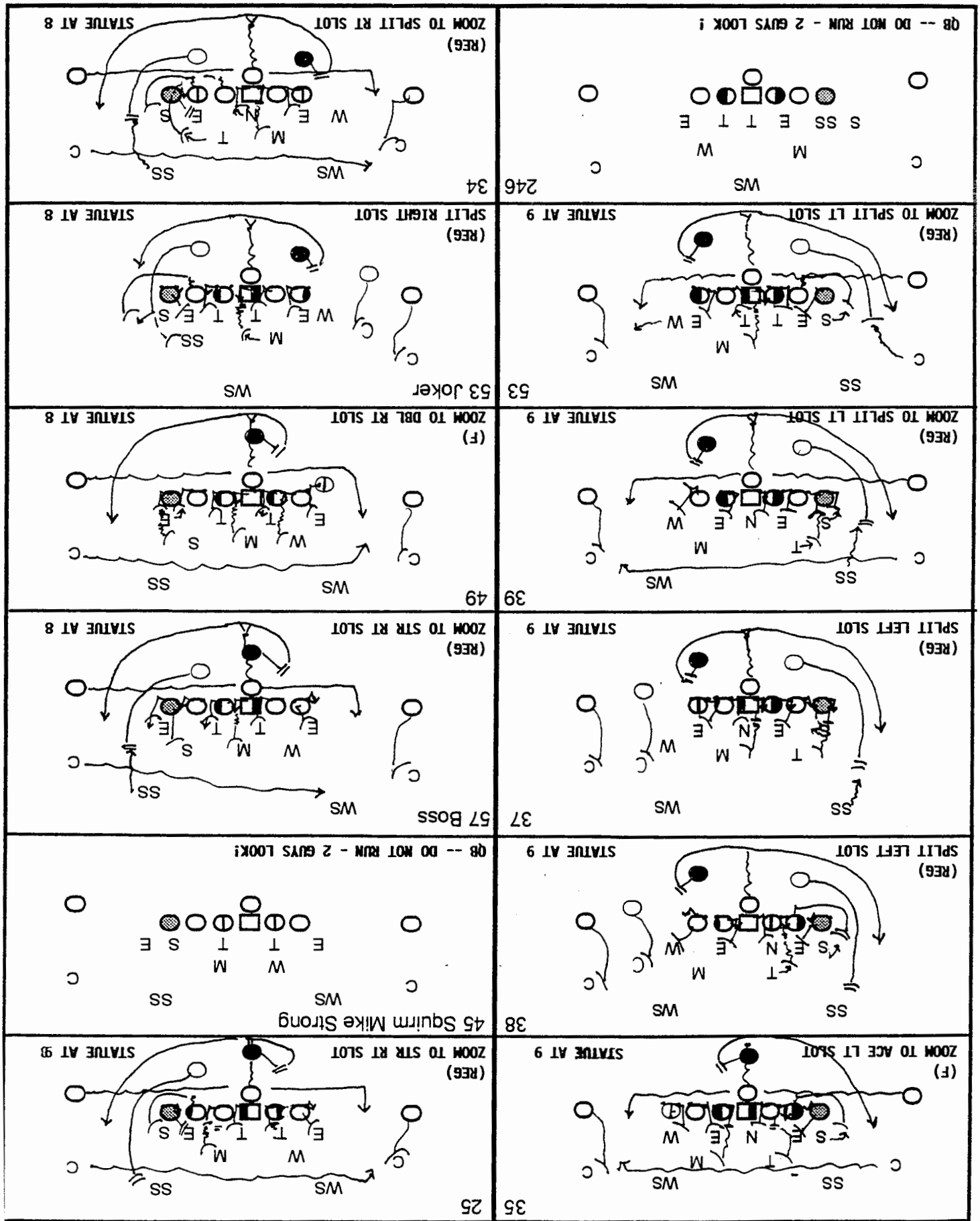
Split Rt. Slot



WS

43

Statue at 8/9

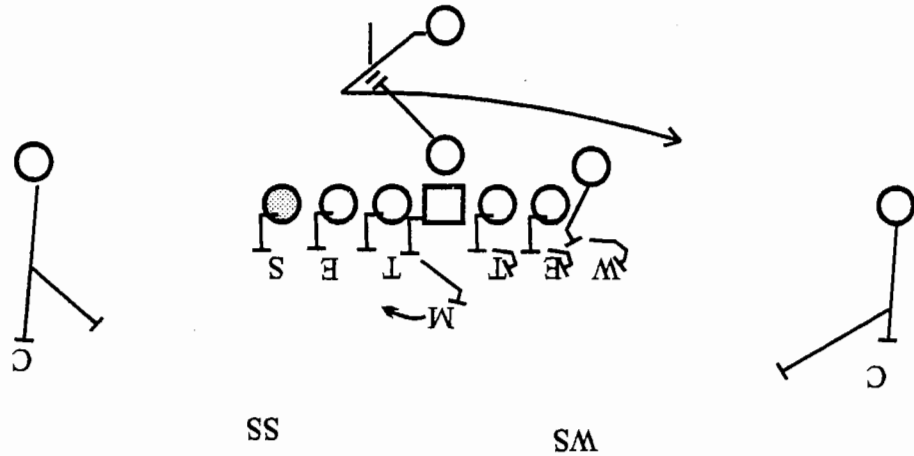


STATUE at 8

STATUE at 9

Stretch Rt/Lt Zeus Back

43



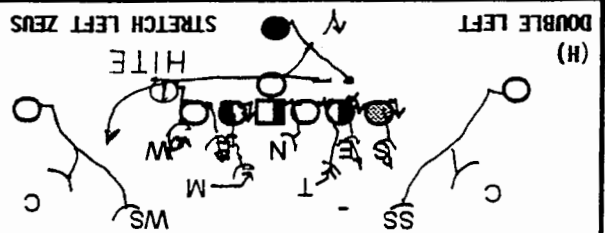
Stretch Rt. Zeus Back

Double Rt.

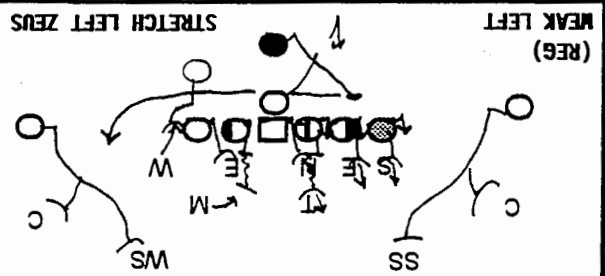
Play Description

Designed to take advantage of teams that over pursue from the backside vs our Stretch play. We show Stretch then reverse field pinning the EMOL backside with our seal blocker.

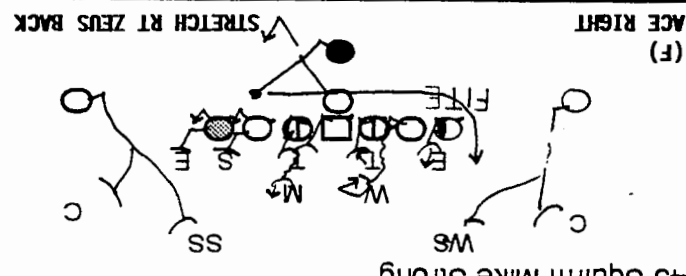
QB	Run stretch.
BB	Show seal block technique then block EMOL preferably to the inside. Must sustain!
BC	Run stretch to get defense to commit then reverse field trying to break contain weakside. May be inside if EMOL is upfield.
OFF-T	Man block #2 (Wheel Technique). Execute playside gap technique - when you feel pressure, wheel on defender.
OFF-G	Man block #1 (Wheel Technique). Execute playside gap technique - when you feel pressure, wheel on defender.
C	Man block #0. Same as stretch. Can use torque technique vs Nose Tackle.
ON-G	Man block #1. Same as stretch. Alert for "Gap" or "Slip".
ON-T	Man block #2. Same as stretch. Alert for "Slip" or "Scoop".
Y	Man block #3. Same as stretch. Alert for "Scoop" or "Turn-it".
Z	Block force (Zeus).
X	Block force - weakside.



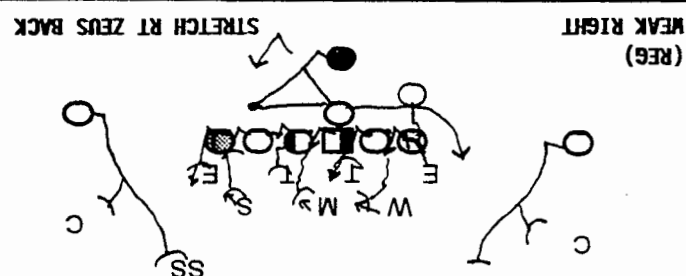
35



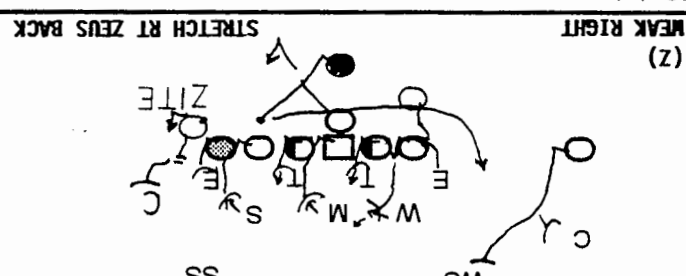
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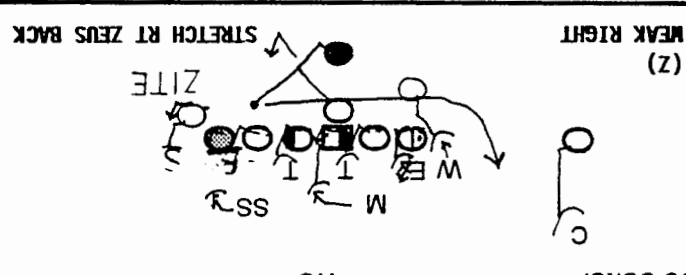
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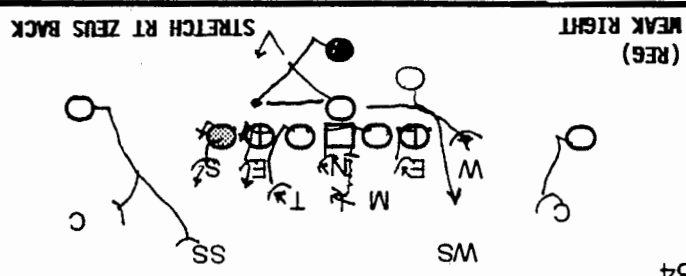
57 BOSS



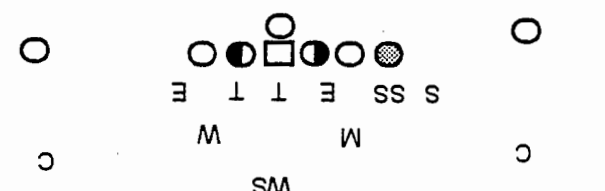
49



53 Joker



34

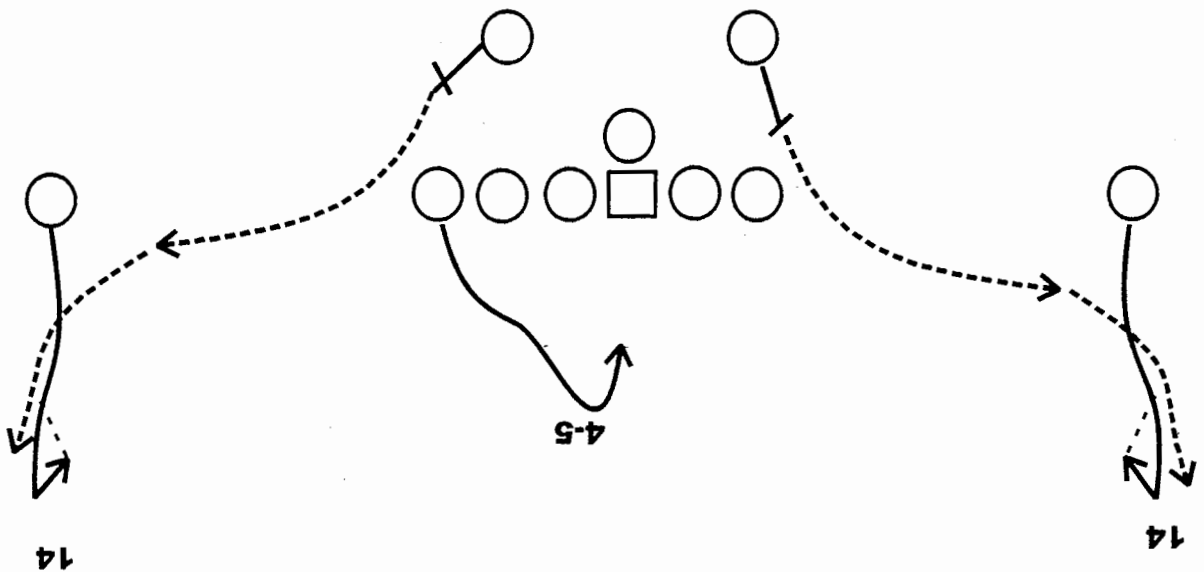


246

08 -- DO NOT RUN UNLESS GAME PLANNED!!

MIAMI DOLPHINS - OFFENSE

SPLIT RT.
BASE RT. 444 FLAT FLEA FLICKER
Split
Strong
Weak



X OUTSIDE 4 ROUTE, POSSIBLE PITCH TO BACK YOUR SIDE.

Y INSIDE 4 ROUTE C.R. 4-5 YARDS-GET OPEN

Z OUTSIDE 4 ROUTE, POSSIBLE PITCH TO BACK YOUR SIDE.

FB CHECK - LAZY SHOOT LOOK FOR PITCH FROM 4 ROUTE

HB CHECK - LAZY SHOOT LOOK FOR PITCH FROM 4 ROUTE

QB 5 STEP DROP: BEST OUTSIDE 4 ROUTE

NOTES

Short Yardage Goalline

PAGE

ITEM

1	SY and GL Situations
2-3	4 Man Fronts & Terms
4	Sneak (Strong)
5	Sneak (Weak)
6	Iso
7	Stutter
8	Stretch (Strong)
9	Stretch (Weak)
10	Ride (Weak)
11	Counter Switch
12	Counter Bluff
13	Power Quad
14	72 China Flat
15	X Corner
16	226 Y Sneak
17	Boot Right

SHORT YARDAGE AND GOAL LINE SITUATIONS

- A. SHORT YARDAGE: THIRD DOWN, 2 YARDS OR LESS.
- B. GOAL LINE: FIRST DOWN, 3 YARDS OR LESS TO THE GOAL LINE.

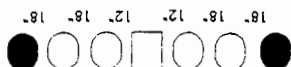
- A. CONVERT ALL SHORT YARDAGE SITUATIONS INTO FIRST DOWNS OR TOUCHDOWNS.
- B. CONVERT ALL GOAL LINE SITUATIONS INTO TOUCHDOWNS (DON'T BE SATISFIED WITH THREE POINTS).

QUARTERBACKS

- A. GAMBLE SITUATIONS ARE THIRD DOWN AND VERY SHORT YARDAGE WITH GOOD FIELD POSITION.
- B. IF WE FAIL TO MAKE A TOUCHDOWN OR FIRST DOWN, THEN... "IT IS THE HEAD COACH'S DECISION TO GO FOR THE FIRST DOWN OR KICK THE FIELD GOAL."

SHORT YARDAGE/GOALLINE RULES

- A. Q.B. WILL CALL "SHORT YARDAGE" OR "GOAL LINE" IN THE HUDDLE.
- B. LINE ADJUST SPLITS, STANCE, AND ALIGNMENT.



- C. BACKS ADJUST STANCE.

SHORT YARDAGE/GOALLINE MUSTS

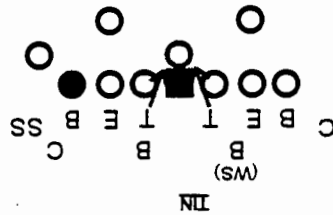
- A. DEFEAT YOUR MAN PHYSICALLY (NO FINESSE).
- B. NO PENALTIES.
- C. NO MISSED ASSIGNMENTS.
- D. 2ND AND 3RD EFFORT.

4 MAN - SHORT YARDAGE AND GOAL LINE TERMINOLOGY

SUB 62 SLANT - ALL LINEMAN SLANTING STRONG (TO) OR WEAK (AWAY)



SUB 62 TIN (TACKLES IN) - DT'S LINED UP OR CHARGING INSIDE OG'S.



SUB 62 PINCH - DT'S AND DE'S LINED UP OR CHARGING INSIDE OG'S & OT'S.



NOTE: COULD HAVE TIN PINCH OR PINCH TIN. (STRONGSIDE DESIGNATED FIRST).

SUB 62 WEDGE - ALL DEFENSIVE LINEMAN & OLBERS LINED UP OR CHARGING INSIDE

OF OFF LINEMAN & TE'S.

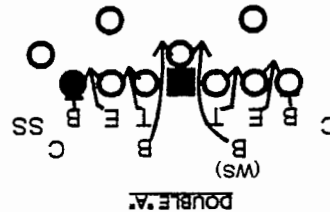
NOTE: COULD HAVE WEDGE-PINCH OR PINCH-WEDGE



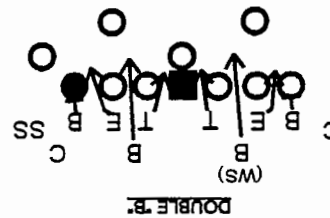
SUB 62 BULLETS & SPEARS - BULLETS = S/S BLITZ. STRONG OLBER M/M ON TE. ON NEAR END. SPEARS = S/S BLITZ. STRONG OLBER M/M ON TE.



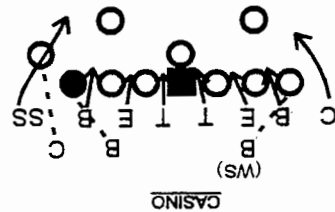
DOUBLE "A" - MIKE & W/S (SUB LBER) BLITZING IN "A" GAPS. DTS & DE'S CHARGE OUTSIDE OF OG'S & OTS. OLBERS W/M ON TE & NEAR END.



DOUBLE "B" - MIKE & W/S (SUB LBER) BLITZING IN "B" GAPS. DTS ON TIN CHARGE, DE'S CHARGE OUTSIDE OF OTS. OLBERS W/M ON TE & NEAR END.



SUB 62 CASINO - ALL OUT GAMBLE. WEDGE, BULLETS, AND SPEARS.

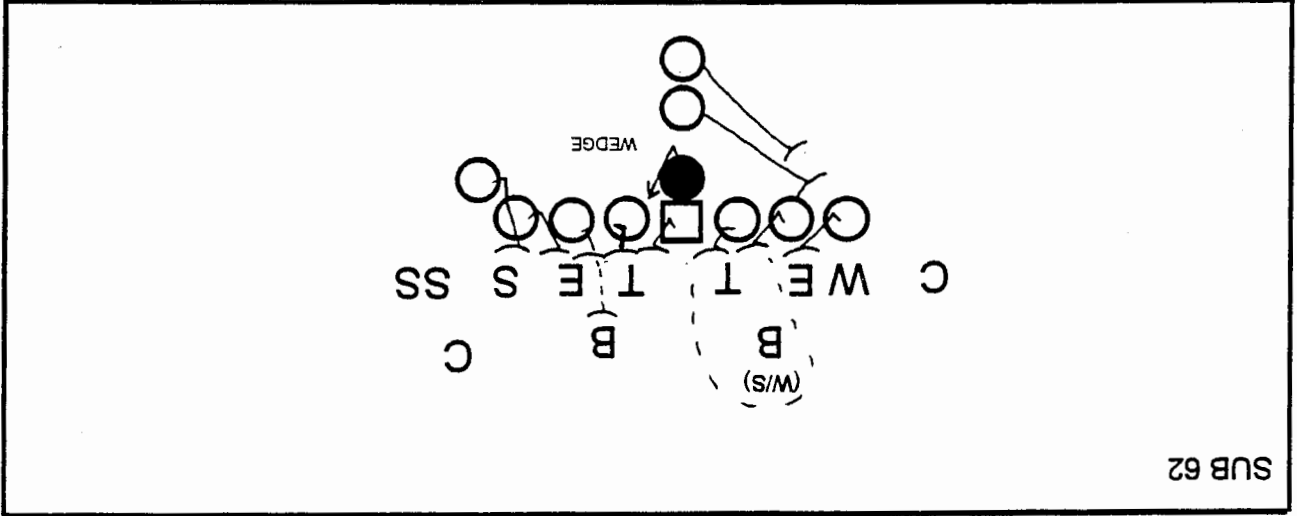


SUB 62 = 4 DEF. LINEMAN - 4 LB'ERS (SUB FOR W/S) - 3 DB'S.

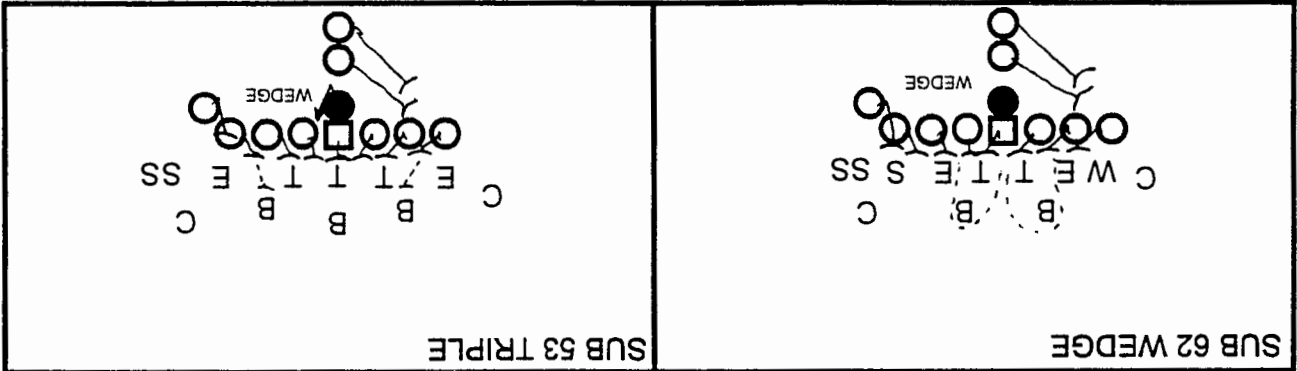
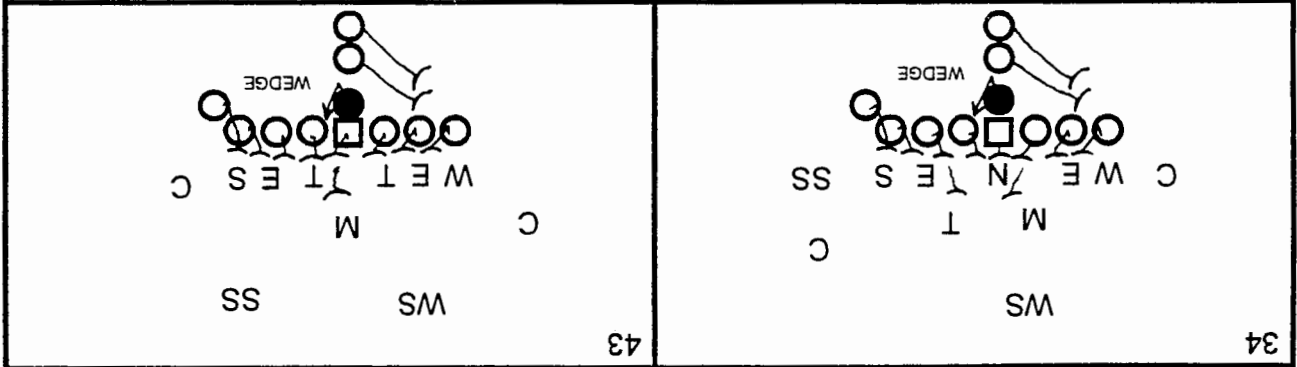
SUB 62 HALF JUMBO = 5 DEF. LINEMAN - 3 LB'ERS (SUB FOR W/S) - 3 DB'S.

SUB 62 JUMBO = 6 DEF. LINEMAN - 2 LB'ERS (SUB FOR W/S) - 3 DB'S.

SNEAK RT (ALL FORMATIONS)

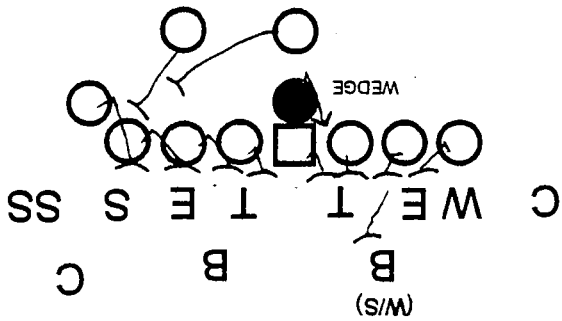


QB: FAVOR CALL AWAY FROM MIKE.
LINE: THIS IS AN ATTITUDE PLAY - BLOW THEM OUT - MAKE THE TD OR 1ST DOWN!
NOTE: BACKS FAKE AWAY FROM CALL.



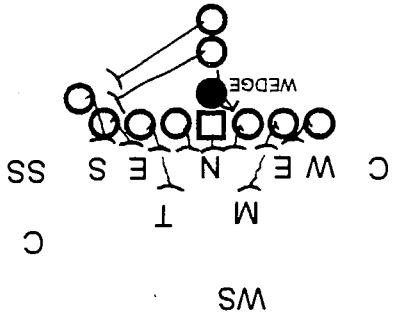
SNEAK LT WEAKSIDE (ALL FORMATIONS)

SUB 62



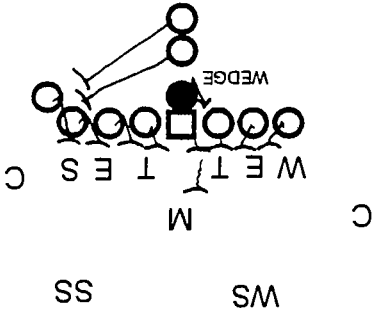
QB: FAVOR CALL AWAY FROM MIKE.
LINE: THIS IS AN ATTITUDE PLAY - BLOW THEM OUT - MAKE THE TD OR 1ST DOWN!
NOTE: BACKS FAKE AWAY FROM CALL.

34

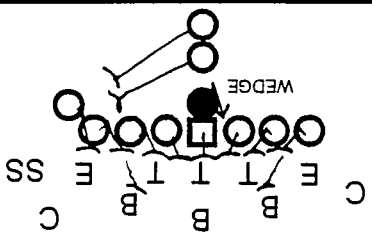
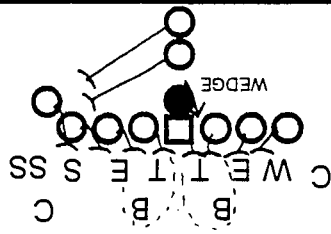


SUB 62 WEDGE

43



SUB 53 TRIPLE



ISO RIGHT (I, STRONG RIGHT)

<p>ISO RIGHT "SOLID"</p> <p>SUB 53 TRIPLE</p>	<p>SUB 62 WEDGE</p>
<p>SS WS</p> <p>43</p>	<p>34</p>
<p>NOTE: SWITCH = CHANGE OF ASSIGNMENT BETWEEN Y AND Z</p> <p>ISO RIGHT STRONG RIGHT ZOOM TO STRONG RIGHT</p>	<p>QB: OPEN AWAY, HAND TO B.C., FAKE PLAY ACTION.</p> <p>BB: READ BLOCK OF ONSIDE TACKLE TO 1ST INSIDE LB/R.</p> <p>BC: OPEN, RECEIVE HAND-OFF, FOLLOW BLOCKING BACK.</p> <p>LINE: MAN BLOCKING, POWER ZONE PRINCIPLES. CENTER - POSSIBLE SLIP OR WILLIE TO BACKSIDE LB/R.</p> <p>X: MAN BLOCKING. ALERT ZONE-IT.</p> <p>Y: MAN BLOCKING. ALERT TEZ.</p> <p>Z: MAN BLOCKING. ALERT TEZ.</p>
	<p>SUB 62</p>

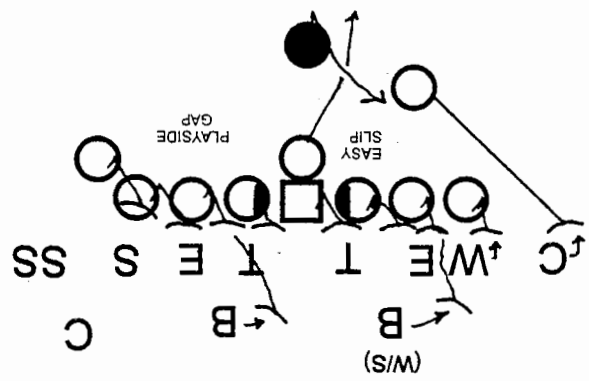

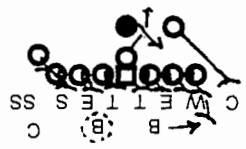
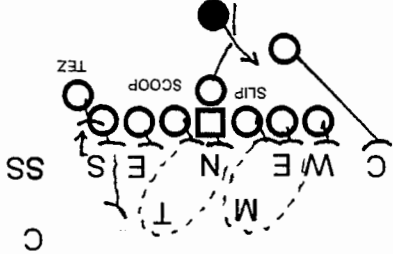
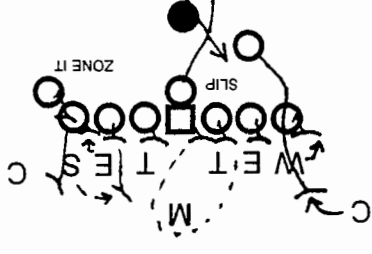
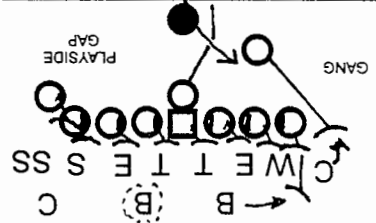
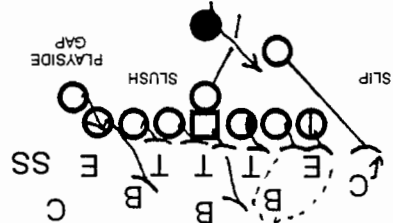
STUTTER LT (I RIGHT)

	<p>SUB 62 WEDGE</p>
	<p>34</p>
	<p>43</p>
	<p>SUB 62</p>

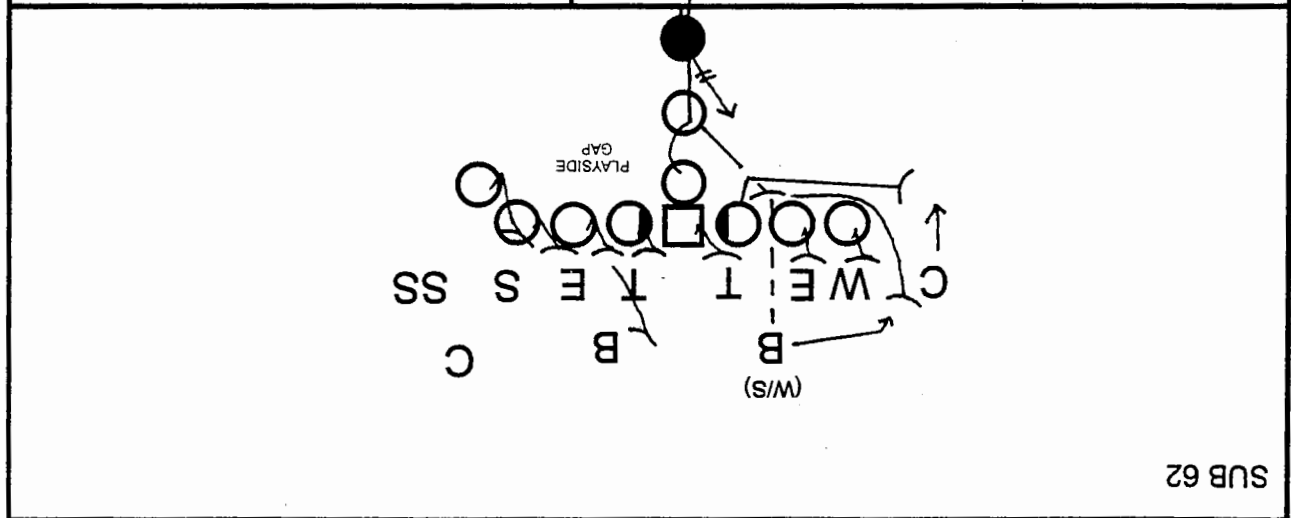
STRETCH RIGHT (STRONGSIDE) (STRONG RIGHT)

<p>SUB 62</p>	<p>QB: SAME AS STRETCH RIGHT. FAKE PLAY ACTION.</p> <p>BB: 2ND FORCE.</p> <p>BC: KEY BLOCK OF Y.</p> <p>LINE: MAN BLOCKING, FULL ZONE PRINCIPLES. POSSIBLE</p> <p>GANG.</p> <p>NOTE: OFFSIDE = PLAYSIDE GAP TECHNIQUE.</p> <p>X: PLAYSIDE GAP TECHNIQUE.</p> <p>Y: MAN BLOCKING. ALERT "GANG", YOUR CALL.</p> <p>Z: 1ST FORCE.</p>
<p>34</p> <p>WS</p>	<p>43</p> <p>WS</p>
<p>SUB 62 WEDGE</p>	<p>SUB 53 TRIPLE</p>

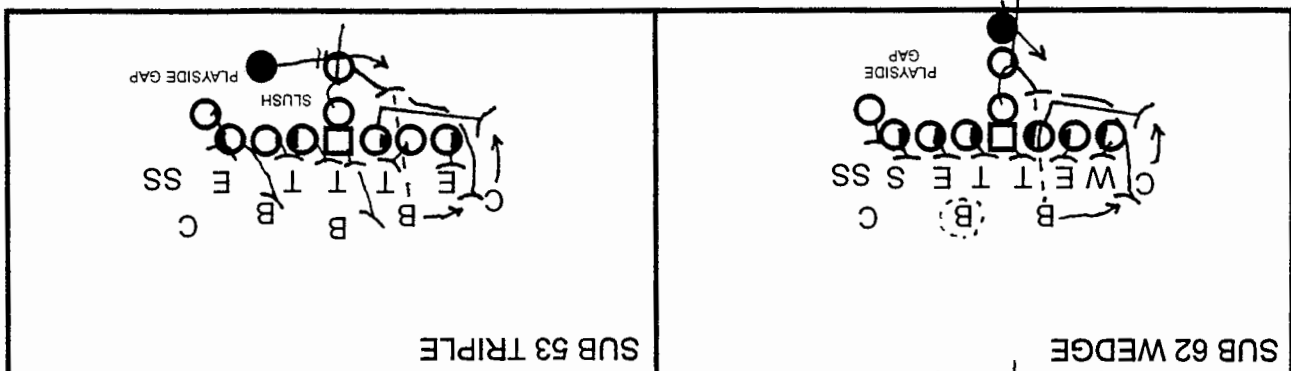
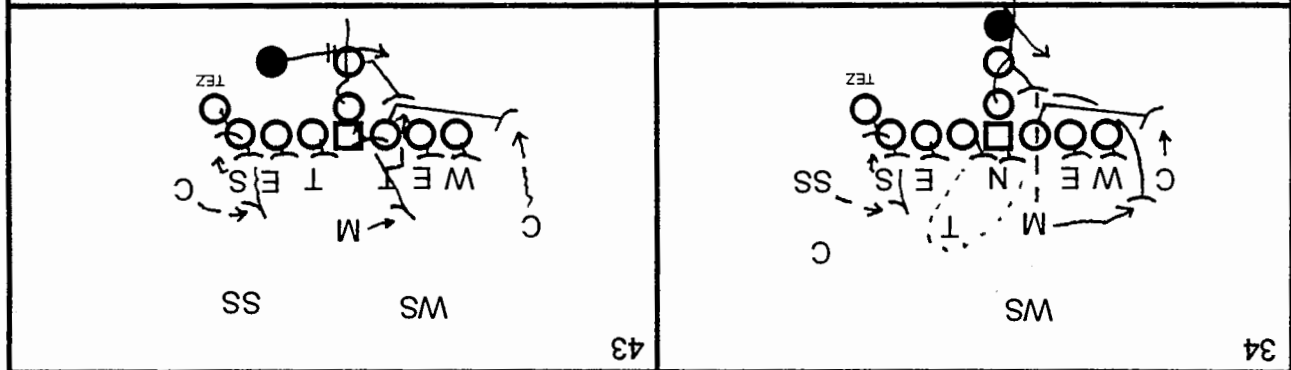
STRETCH LEFT (WEAKSIDE) (WEAK RIGHT)

<div>SUB 62</div> 		<div>QB: SAME AS STRETCH LEFT.</div> <div>BB: 1ST FORCE. READ BLOCK OF X.</div> <div>BC: KEY BLOCK OF X.</div> <div>LINE: MAN BLOCKING, FULL ZONE PRINCIPLES. POSSIBLE GANG.</div> <div>NOTE: OFFSIDE = PLAYSIDE GAP TECHNIQUE.</div> <div>X: MAN BLOCKING. ALERT "GANG", YOUR CALL.</div> <div>ALERT E-Z VS TUFF.</div> <div>Y: PLAYSIDE GAP TECHNIQUE.</div> <div>Z: PLAYSIDE GAP TECHNIQUE.</div>	
<div><div>X=E-Z</div><div>SUB 62 TUFF</div></div>	 <div>GANG</div>	<div>34</div> <div>WS</div> 	
<div>43</div> <div>WS</div> <div>SS</div> 		<div>SUB 62 WEDGE</div> 	
<div>SUB 53 TRIPLE</div> 		<div>9</div>	

RIDE LEFT (WEAKSIDE) (I, STRONG)



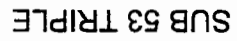
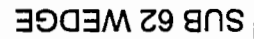
- QB: OPEN AWAY, HAND TO B.C. FAKE PLAY ACTION.
- BB: BEST PATH TO INSIDE LB.
- BC: STRETCH BALL HANDLING. READ BLOCK OF X.
- LINE: MAN BLOCKING, INSIDE GUARD PULL, BLOCK FORCE.
NOTE: OFFSIDE = PLAYSIDE GAP TECHNIQUE.
CENTER MUST CUT-OFF 1 TECHNIQUE.
- X: MAN BLOCKING.
NOTE: NO GANG CALL.
- Y: PLAYSIDE GAP TECHNIQUE.
- Z: PLAYSIDE GAP TECHNIQUE.



(WEAK)

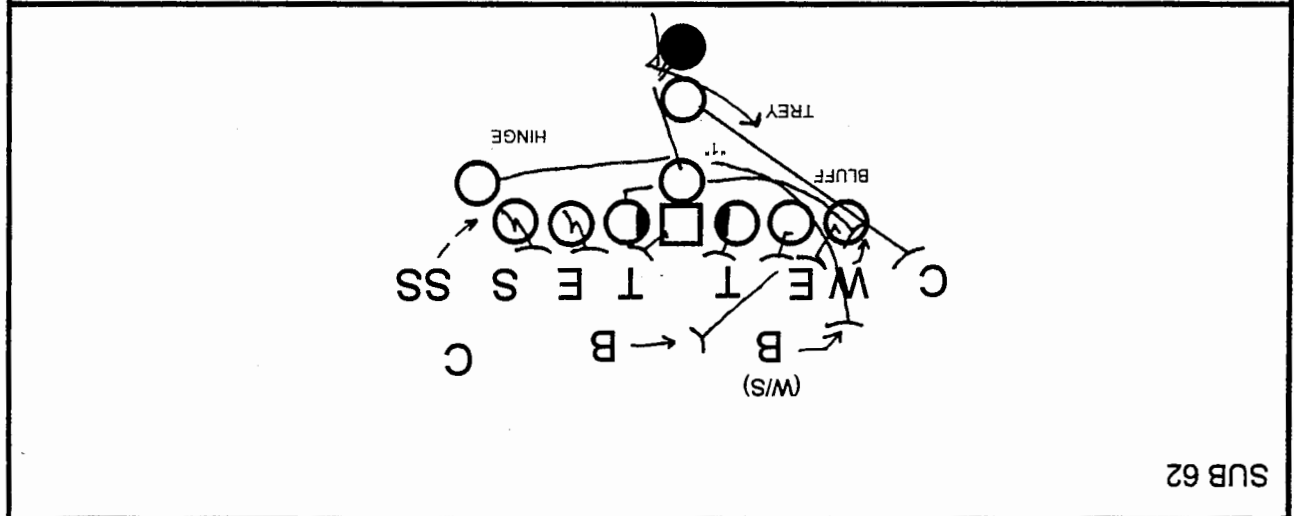


Z: INFLUENCE MAN OVER Y, TURN OUT. (HEY JACK)

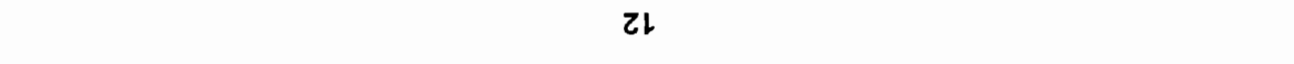
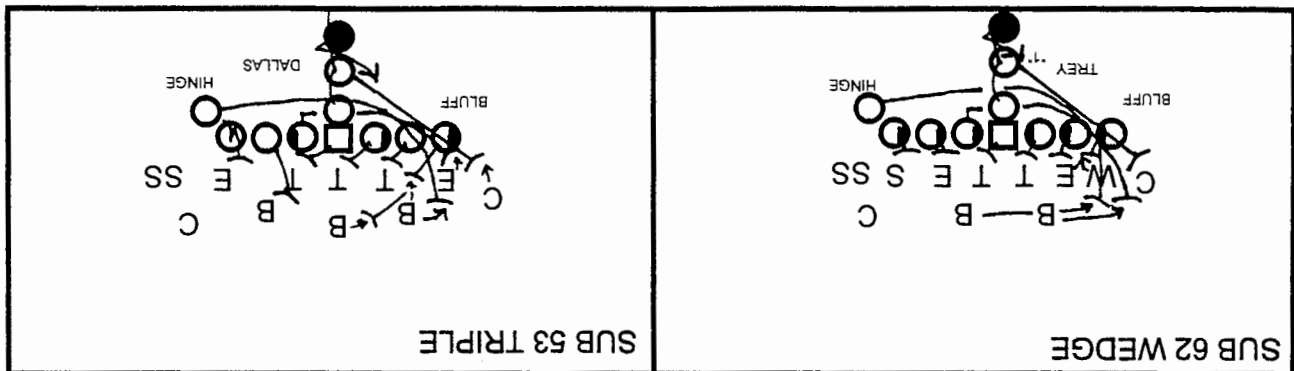
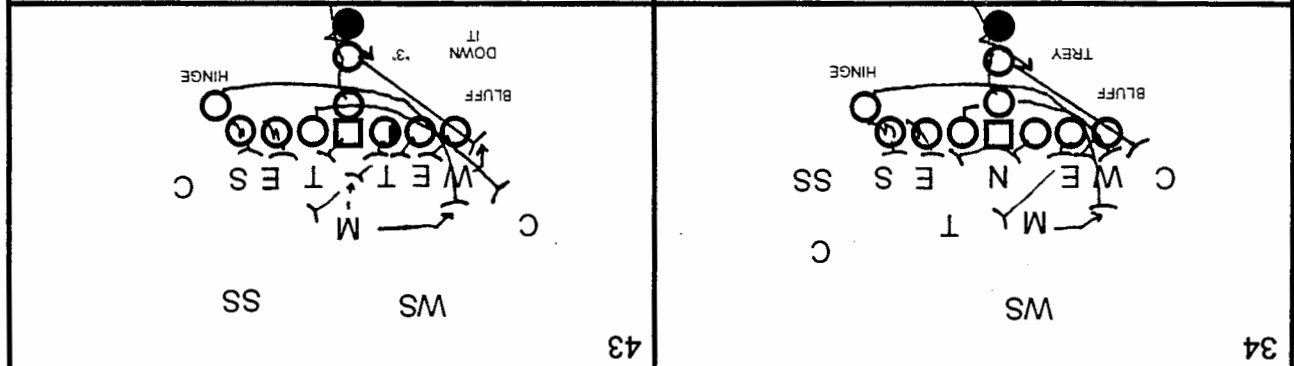


COUNTER LEFT BLUFF

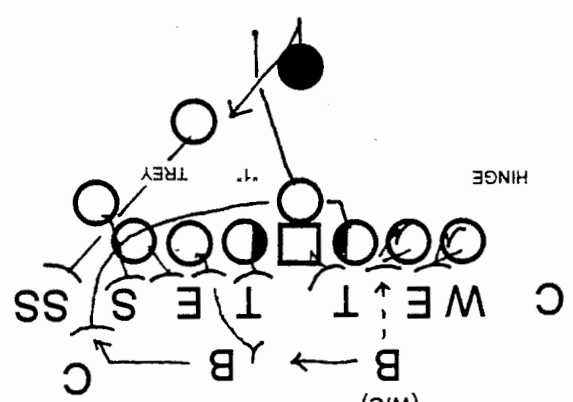
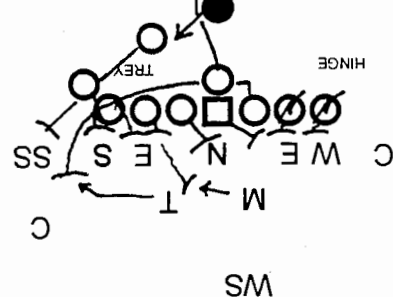
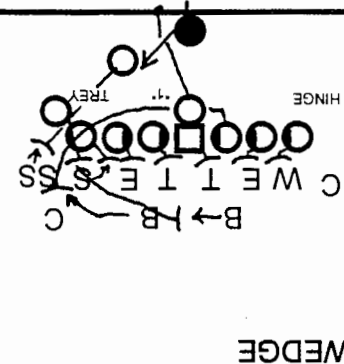
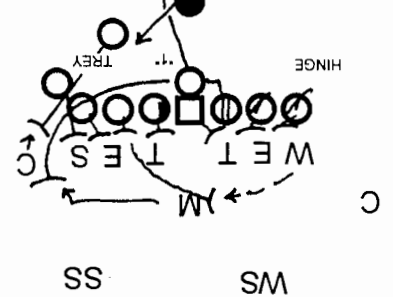
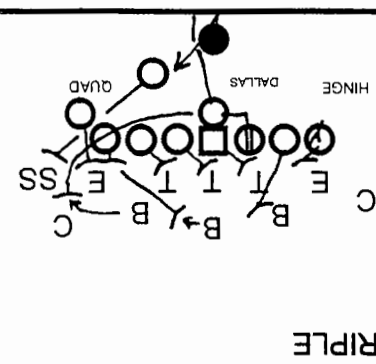
(I RIGHT)



- QB: COUNTER LEFT BALL HANDLING.
- BB: AIMING POINT OUTSIDE LEG OF X, BLOCK CORNER.
- BC: SAME ACTION AS COUNTER LEFT.
- LINE: SAME BLOCKING AS COUNTER LEFT. C.P. - OFFSIDE GUARD ALERT FOR BLUFF BLOCK ON WILL, N/T - BLOCK CORNER.
- X: SAME BLOCKING AS COUNTER LEFT.
- Y: SEAL INSIDE, ALERT HINGE AND PICK-OUT.
- Z: PULL AND LEAD UP THRU HOLE FOR ONSIDE LBER.



POWER QUAD RIGHT (STRONG RIGHT)

<div data-bbox="1282 1806 1396 1848">SUB 62</div> 	<div data-bbox="941 1323 1364 1354">QB: POWER RT BALL HANDLING.</div> <div data-bbox="633 1270 1364 1302">BB: SAME ACTION AS POWER RT EXCEPT ONE HOLE WIDER.</div> <div data-bbox="633 1218 1364 1249">BC: SAME ACTION AS POWER RT EXCEPT ONE HOLE WIDER.</div> <div data-bbox="600 1165 1364 1197">LINE: SAME BLOCKING AS POWER RT EXCEPT ONE HOLE WIDER.</div> <div data-bbox="779 1113 1364 1144">X: SEAL INSIDE, ALERT HINGE AND PICK-OUT.</div> <div data-bbox="909 1060 1364 1092">Y: QUAD BLOCK. ALERT DOWN-IT.</div> <div data-bbox="909 1008 1364 1039">Z: QUAD BLOCK. ALERT DOWN-IT.</div>
<div data-bbox="1347 924 1396 966">34</div> <div data-bbox="909 630 1299 924">  </div>	<div data-bbox="1169 556 1396 598">SUB 62 WEDGE</div> 
<div data-bbox="730 924 779 966">43</div> <div data-bbox="292 630 682 924">  </div>	<div data-bbox="535 556 763 598">SUB 53 TRIPLE</div> 

72 China Flat

Z: ROUTE = 2 CHINA

SS

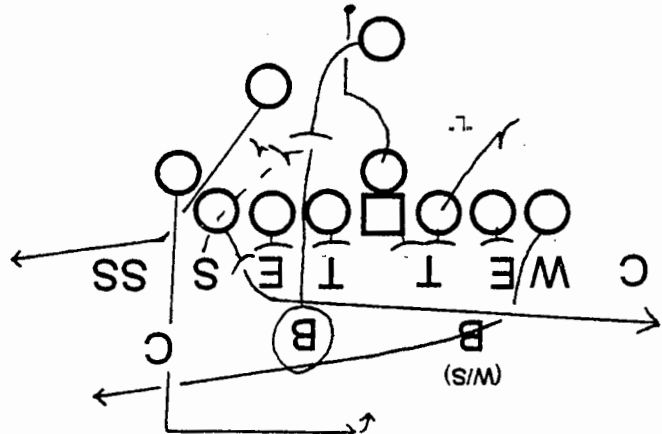
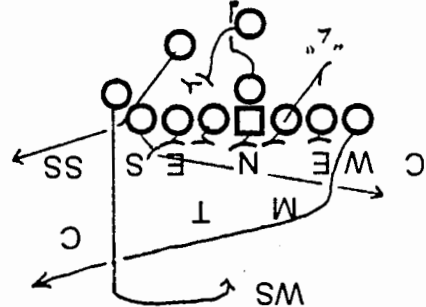
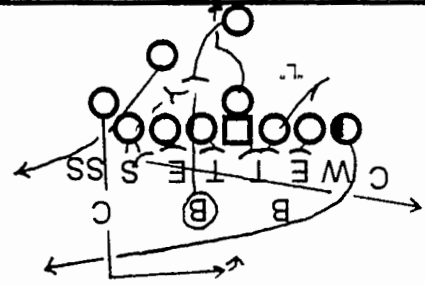
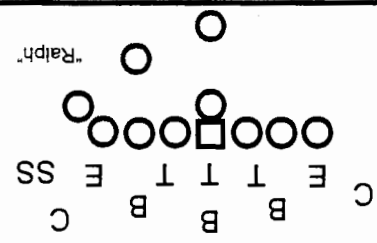
A hand-drawn diagram of a "50" SQ AREA. It features a horizontal line with several circles and one square. Labels include "50" SQ AREA", "C", "B", "T", "E", "SS", and "Ralph".

X CORNER



GOALLINE PASS RIGHT

226 Y Sneak

<div data-bbox="1331 1816 1453 1858" data-label="Caption">SUB 62</div> 	<div data-bbox="617 1039 1421 1354" data-label="List-Group"> <ul style="list-style-type: none"> OB: FAKE ISO RT, SET UP BEHIND GUARD QUICK 5 STEPS READ FB/Y/Z. FB/HB: FREE RELEASE - ROUTE = FLAT HB/FB: FAKE ISO RT BLOCK INSIDE OUT (DOUBLE READ) ALERT HEAVY. LINE: MAN BLOCKING, CENTER AND OFFSIDE GUARD ALERT R/L PICK OUT. X: INSIDE 2 ROUTE. Y: BLOCK DOWN ON DE. SNEAK ACROSS FORMATION. Z: ROUTE = 6 (GET TO THE END LINE OF EZ, FIND OPEN AREA). </div>
<div data-bbox="1412 934 1461 976" data-label="Caption">34</div> 	<div data-bbox="1218 567 1469 609" data-label="Caption">SUB 62 WEDGE</div>  <div data-bbox="592 556 828 598" data-label="Caption">SUB 53 TRIPLE</div> 

GOALLINE BOOT RIGHT

<p>SUB 62</p>	<p>QB: OPEN TO, FAKE TO NEAR BACK AND BOOT OUT FOR RUN OR PASS OPTION. FB/HB: DIVE AT THE INSIDE LEG OF PLAYSIDE GUARD. MAKE A "GREAT FAKE." RESPONSIBLE FOR LB YOUR SIDE. HB/FB: DIVE AT THE OUTSIDE LEG OF OFFSIDE GUARD. MAKE A "GREAT FAKE." RESPONSIBLE FOR LB YOUR SIDE. LINE: OFFSIDE-MAN BLOCK INSIDE NUMBER. CENTER OVER BLOCK TO BOOT SIDE. GUARD PULL GETTING A LITTLE DEPTH, READ DEFENDER OVER TE TO FORCE. X: SLAM MAN OVER. RUN ROUTE = 1. NOTE: MAY HAVE TO DRIFT FOR DEPTH. Y: MAN BLOCK #3 (INSIDE NUMBER). Z: SLAM S/S, RELEASE RUN OVER ROUTE.</p>
<p>34</p>	<p>43</p>
<p>SUB 62 WEDGE</p>	<p>SUB 53 TRIPLE</p>

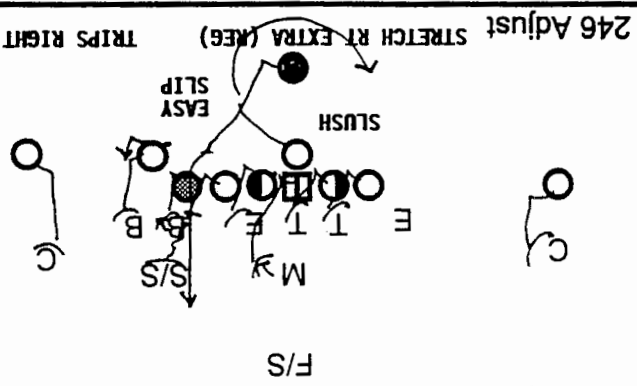
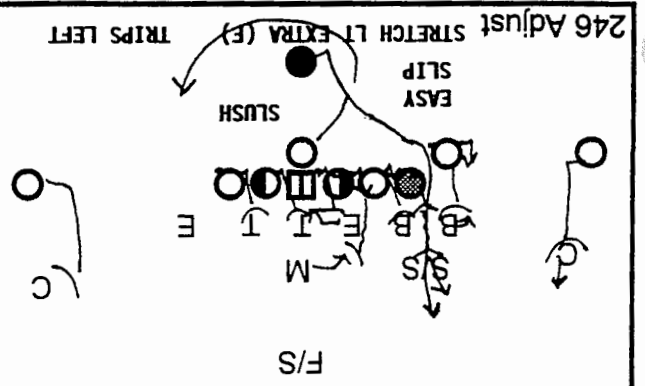
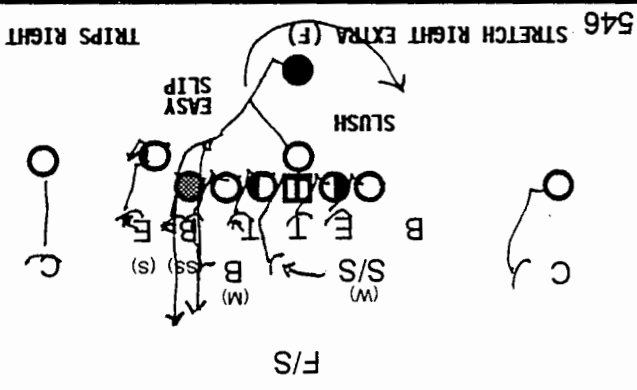
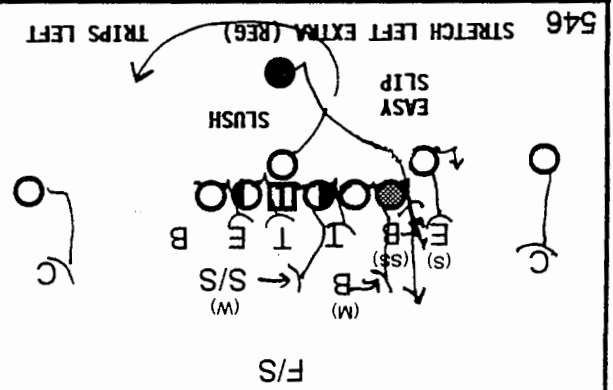
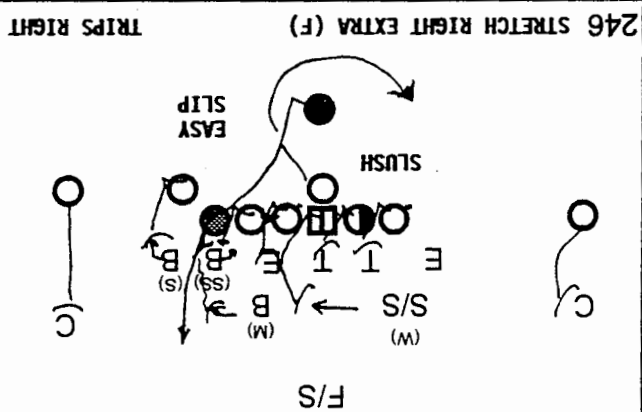
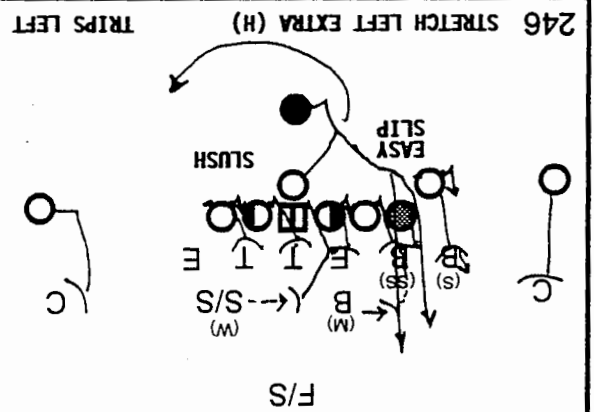
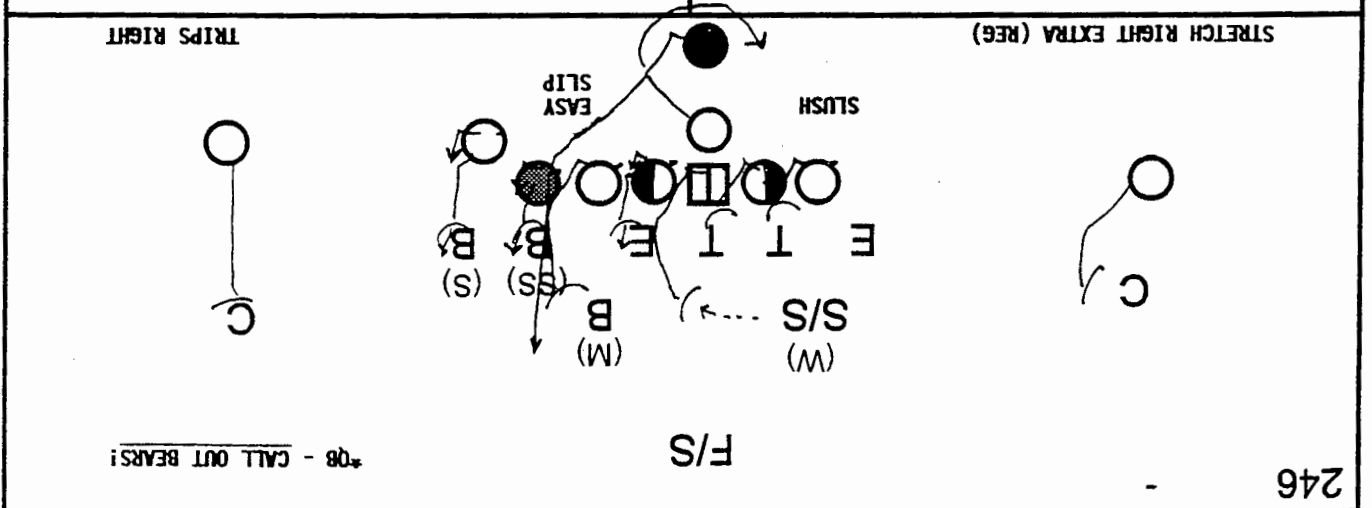
Bears

<u>ITEM</u>	<u>PAGE</u>
Stretch Extra	1
Stretch EMOL	2
Call (Weak)	3
Press (Weak)	4
Quick Protection	5-7
Base Protection	8
Scat Protection	9
Slide Protection	10
Pass 6/7 Weak Protection	11
Pass 8/9 Strong Protection	12

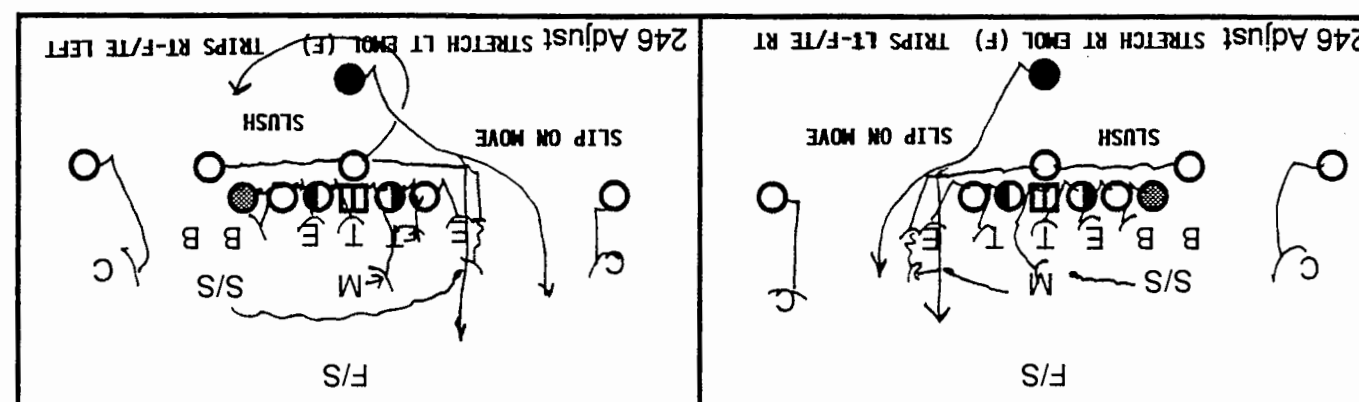
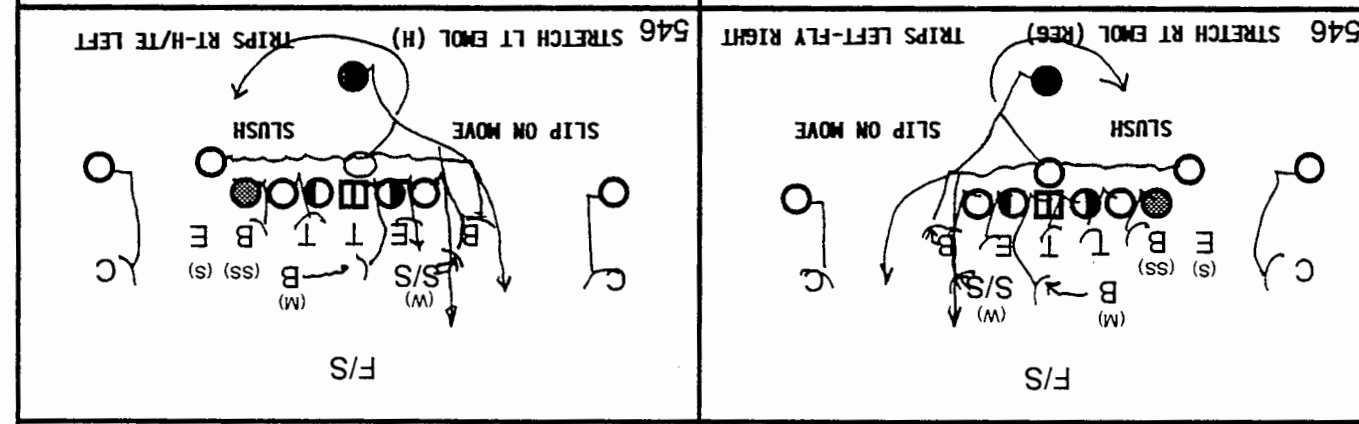
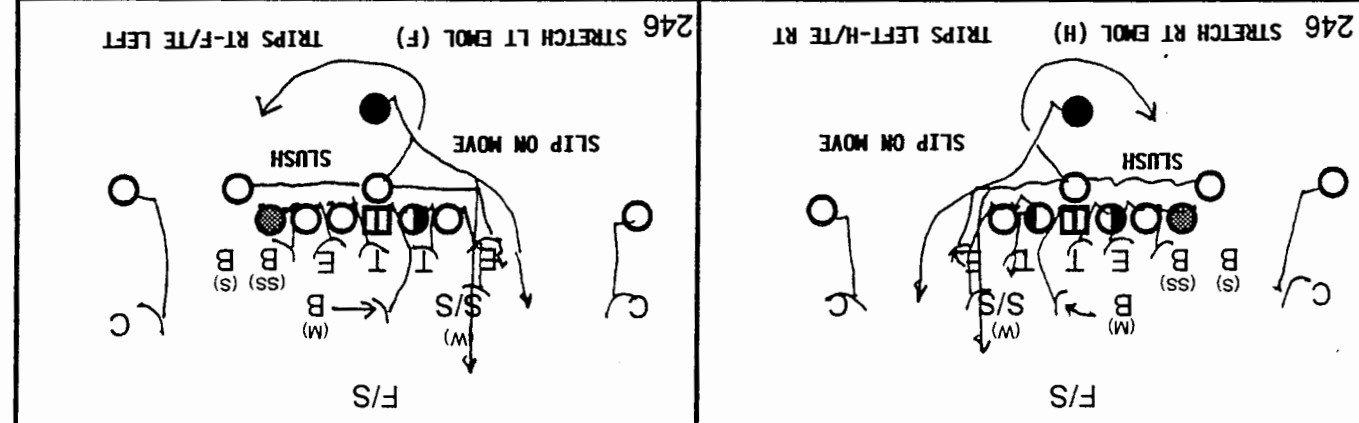
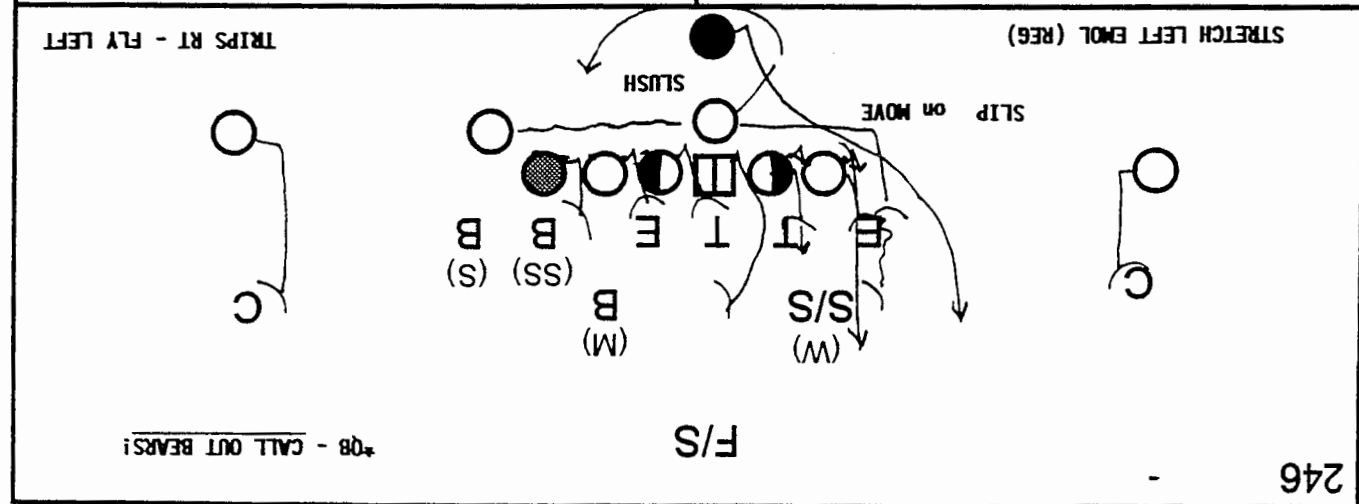
Stretch Rt-Lt Extra

S/S

*08 - CALL OUT BEARS!

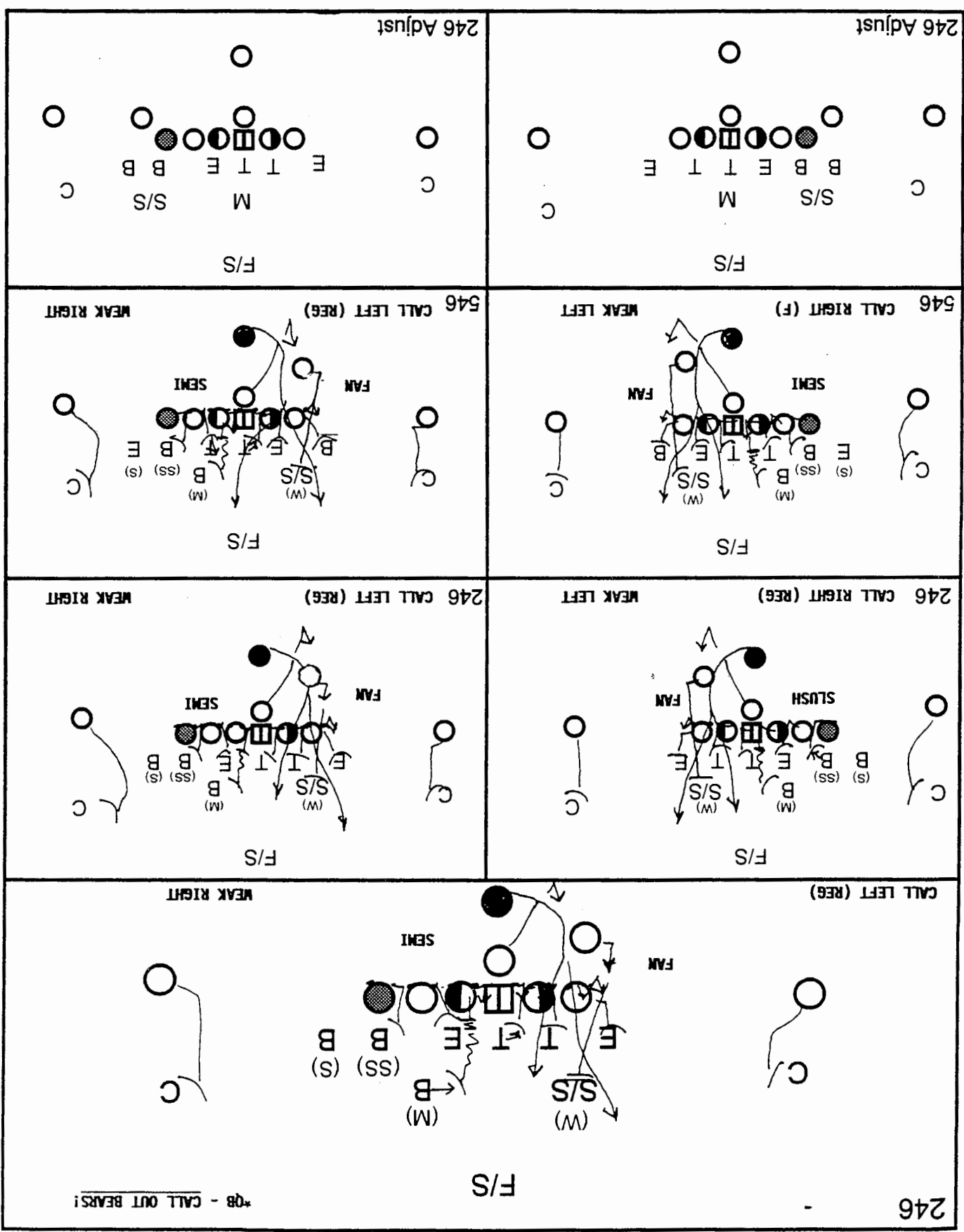


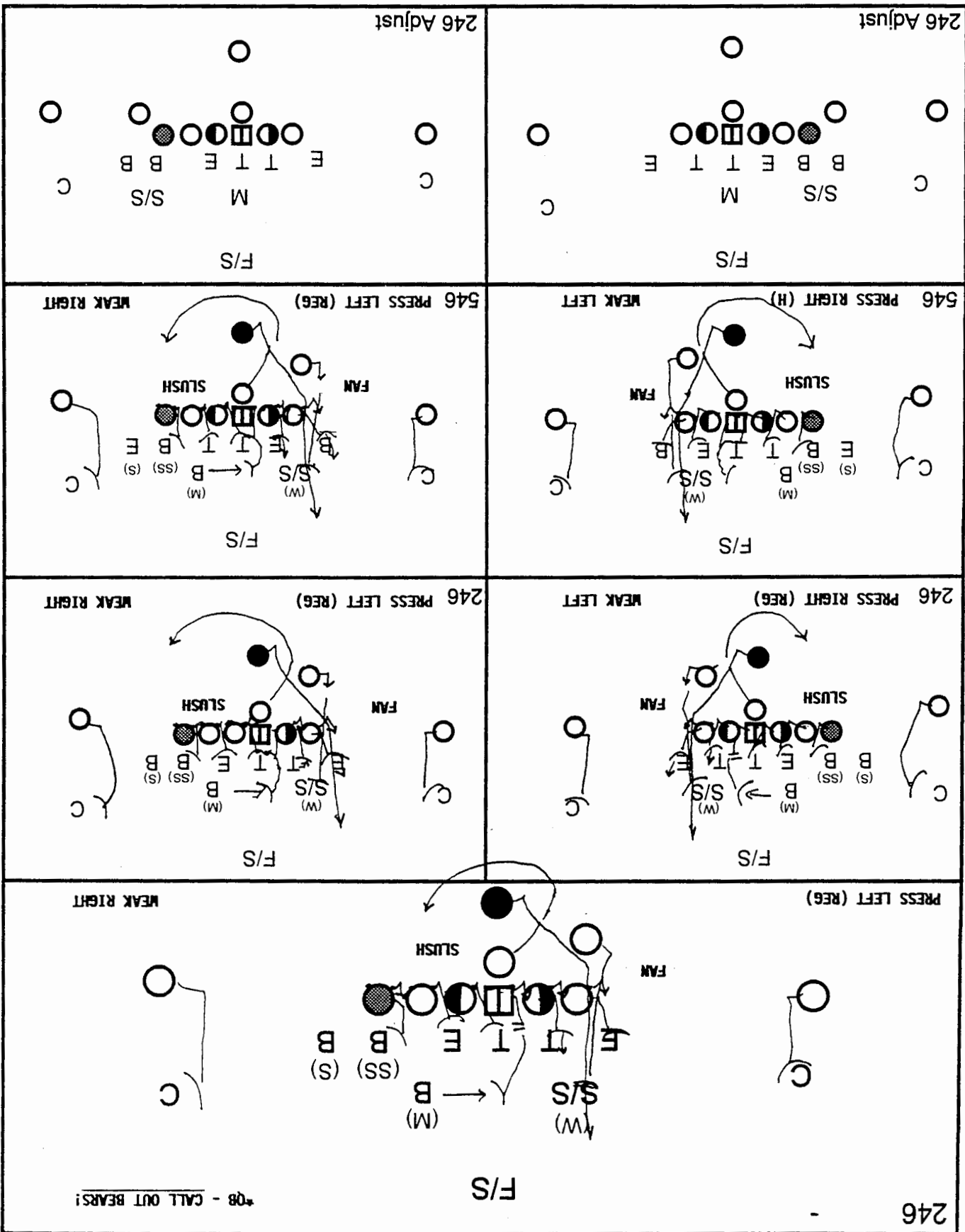
Bear Runs



Bear Runs

Call Lt-Rt





*QB - CALL OUT BEARS!

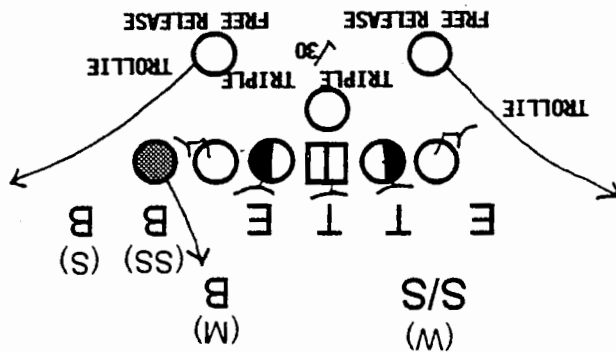
F/S

246

Quick Hot Rt-Lt

S/F

QUICK HOT RIGHT



246



546



546



346



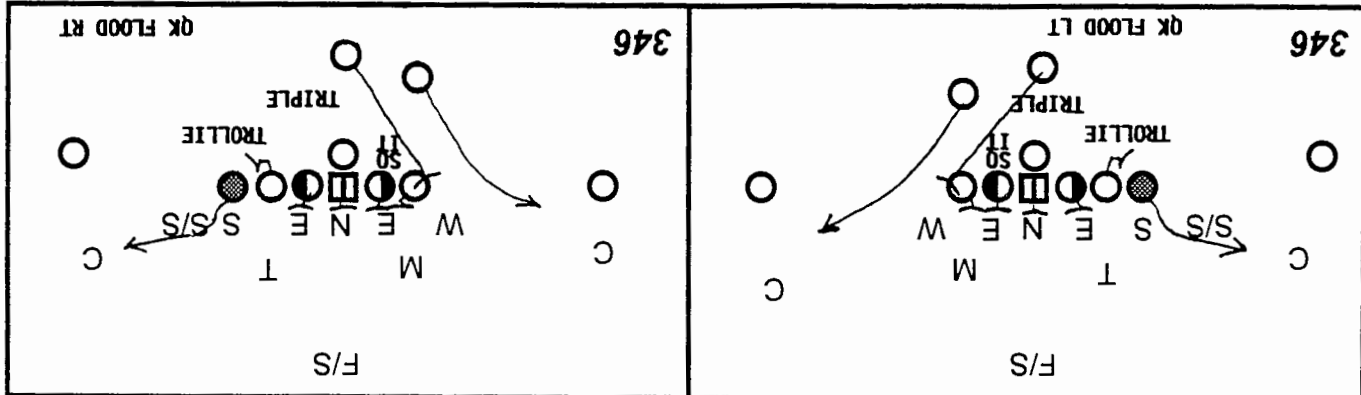
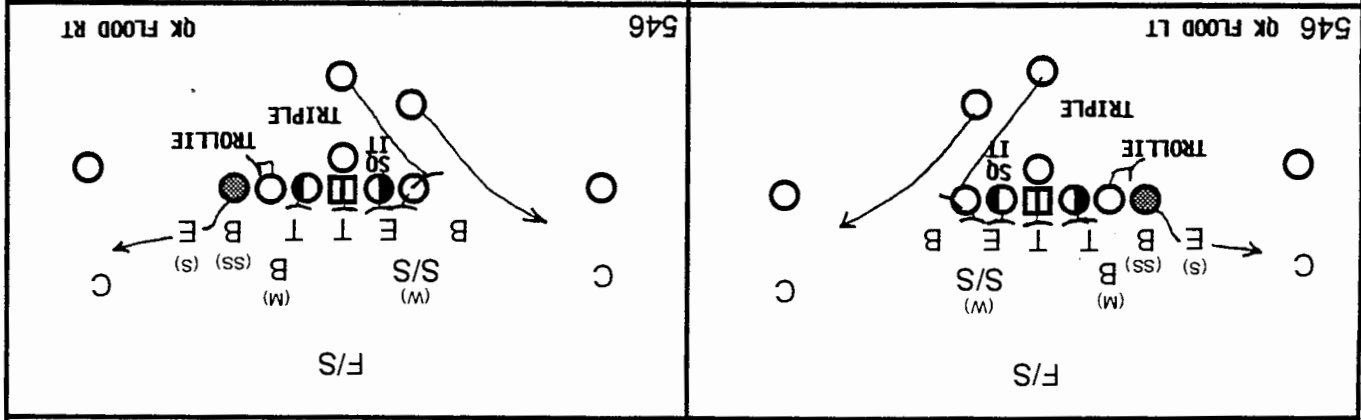
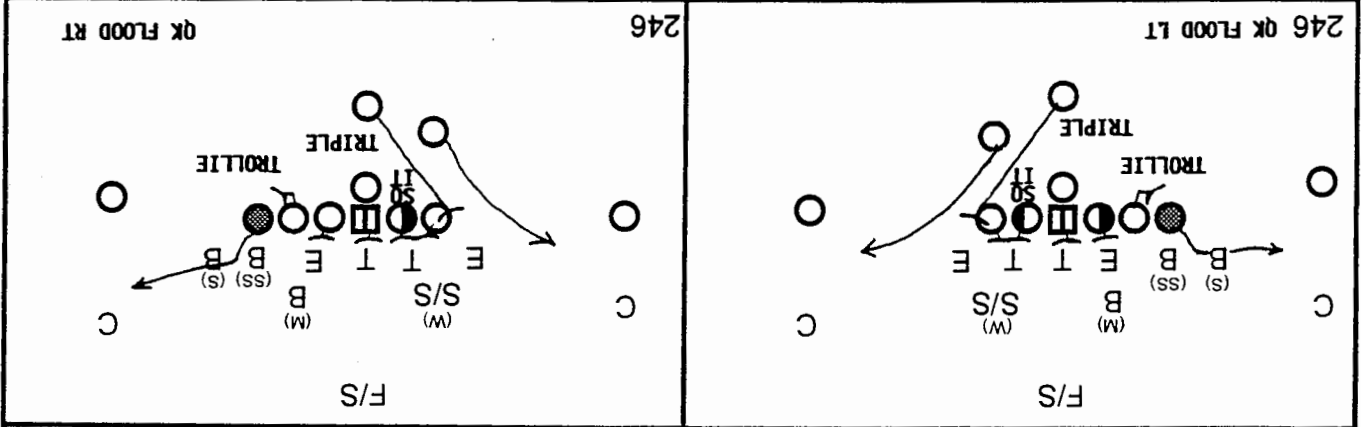
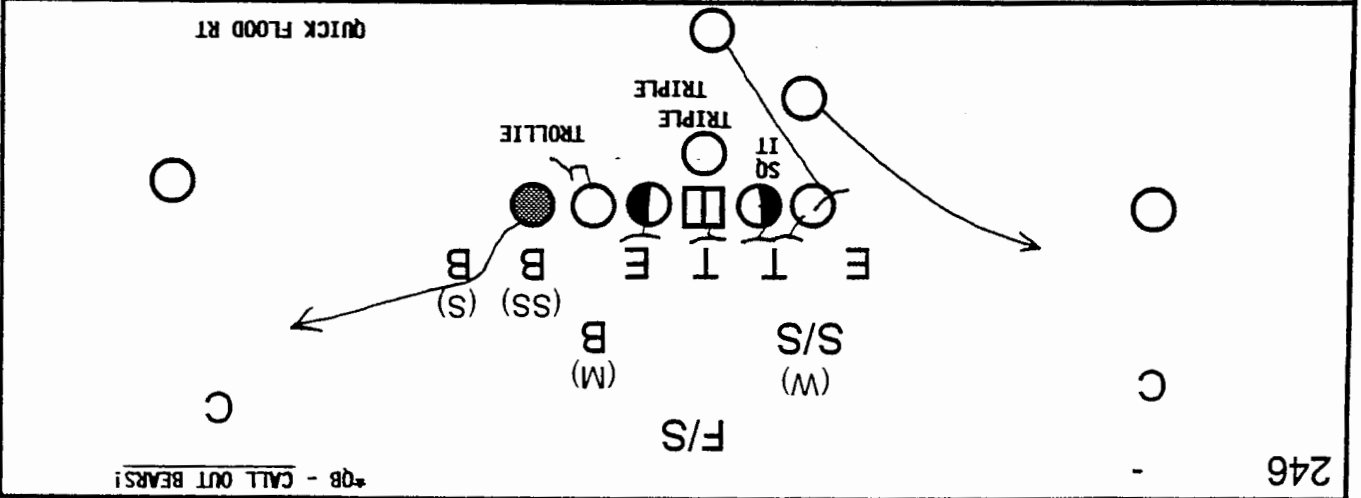
346



OK HOT RT

Bear Pass Protections

Quick Flood Rt-Lt



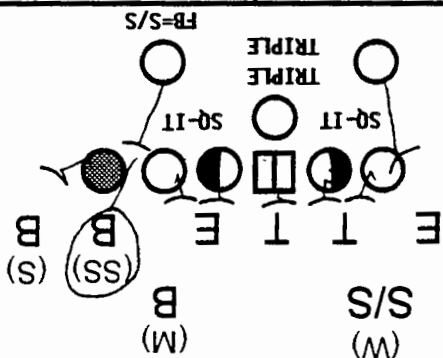
Quick Max Rt-Lt

Bear Pass Protections

246

F/S

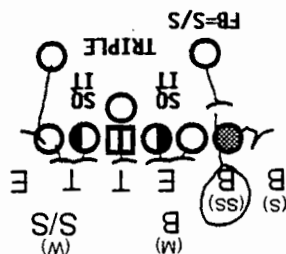
*QB - CALL OUT BEARS!



QUICK MAX RIGHT

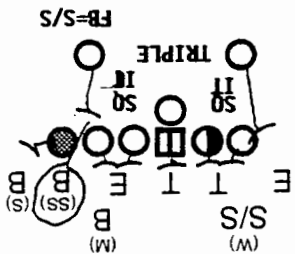
246 QK MAX LT

F/S



246

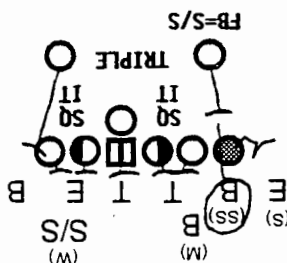
F/S



QK MAX RT

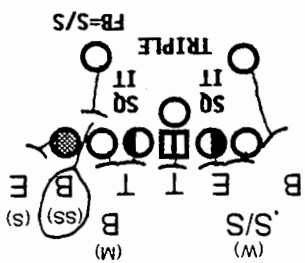
546 QK MAX LT

F/S



546

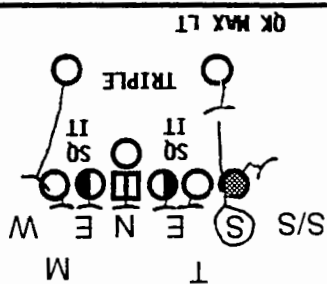
F/S



QK MAX RT

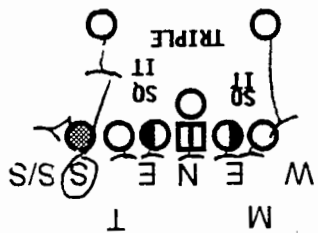
346

F/S



346

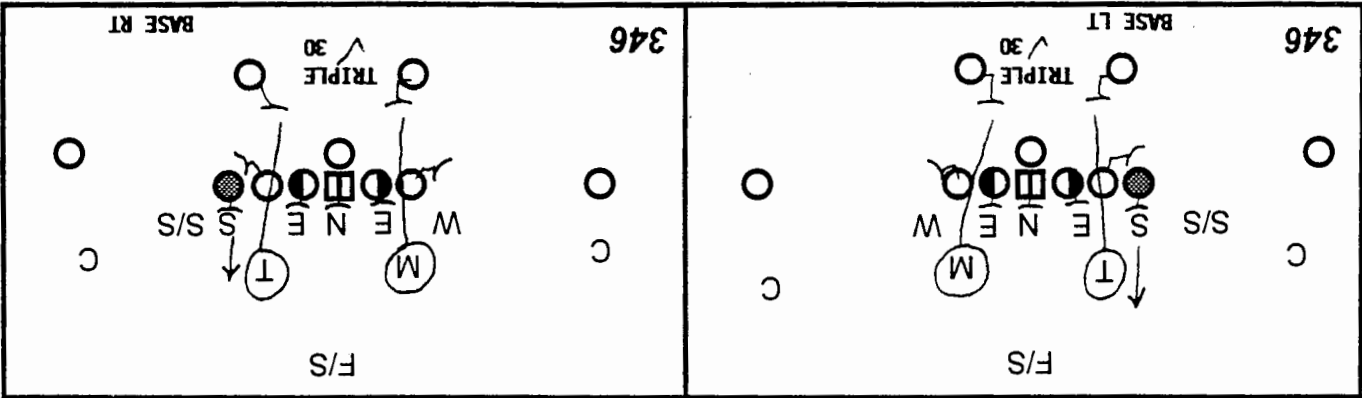
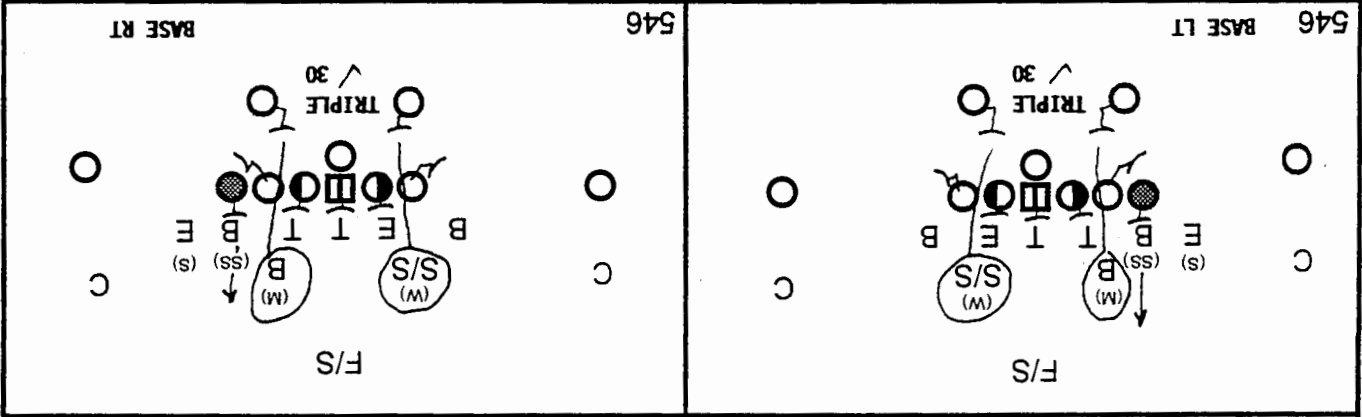
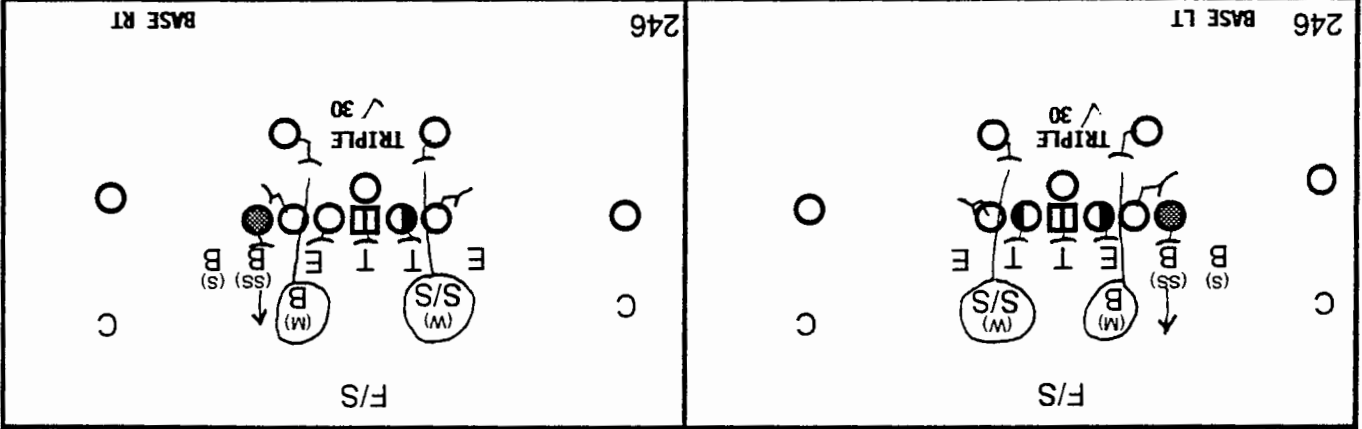
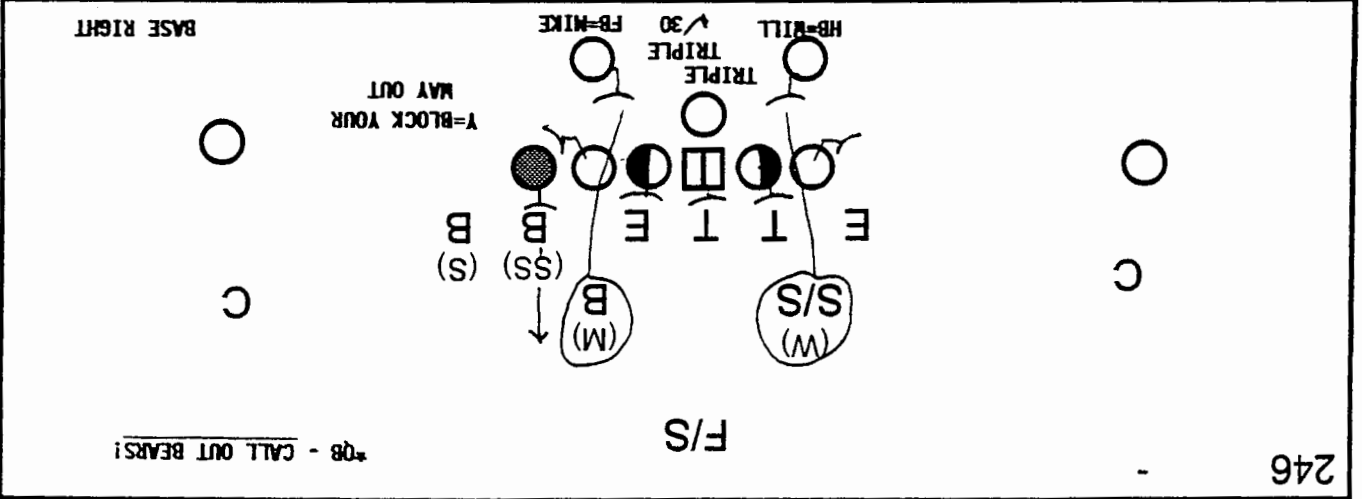
F/S



QK MAX RT

Bear Pass Protections

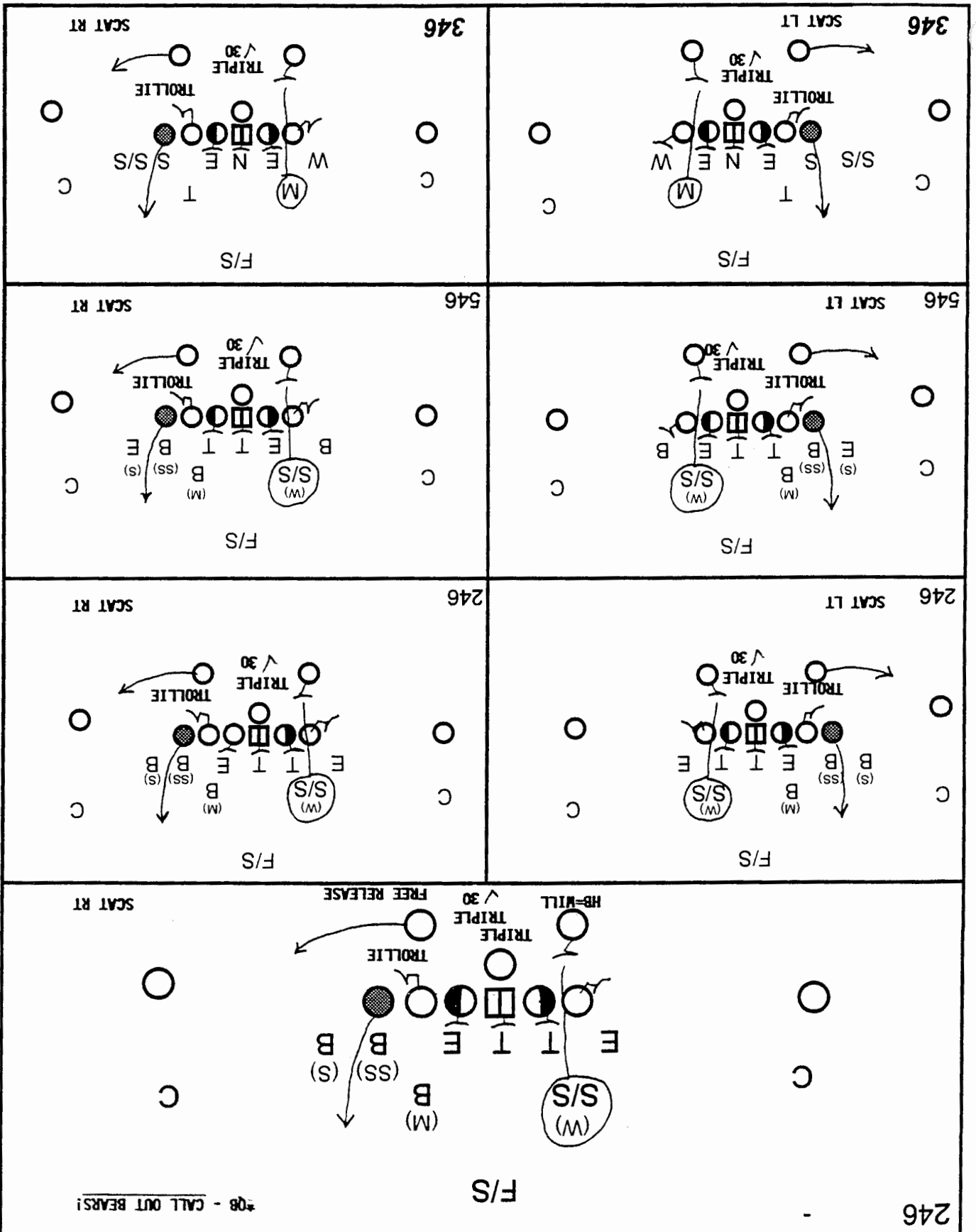
Base Rt-Lt



Scat Rt-Lt

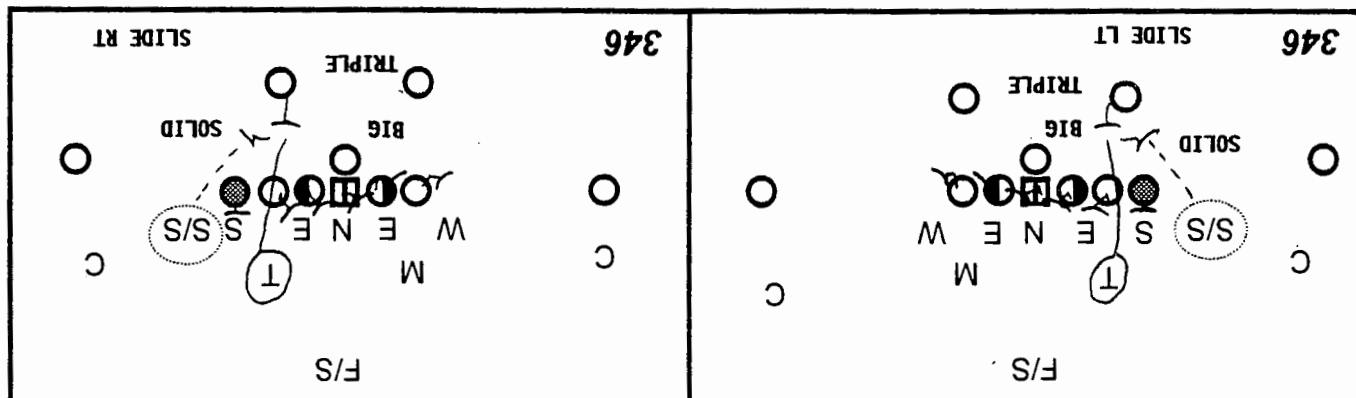
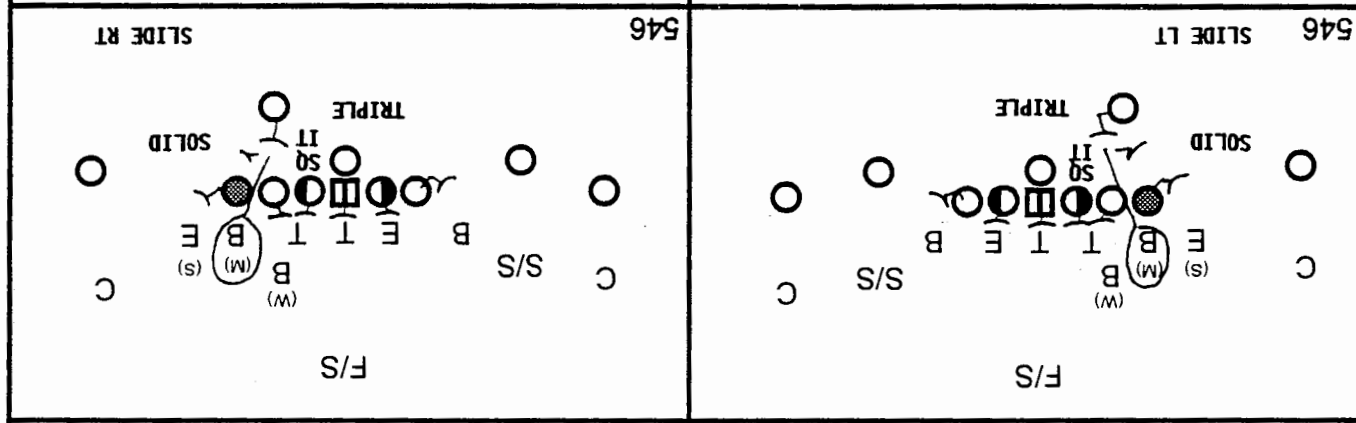
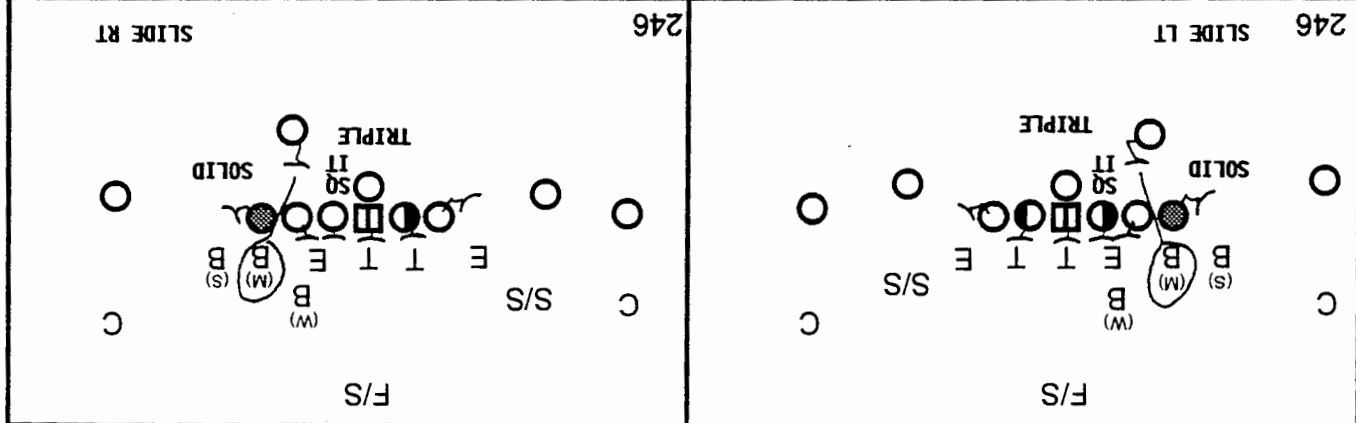
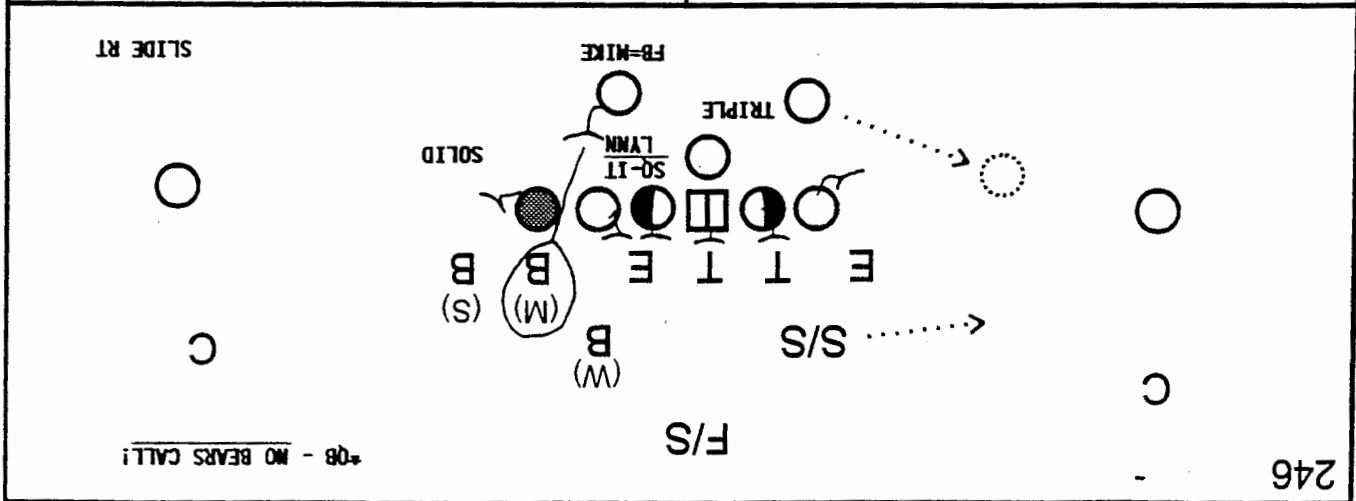
Scat Rt-Lt

***08 - CALL OUT BEARS!**



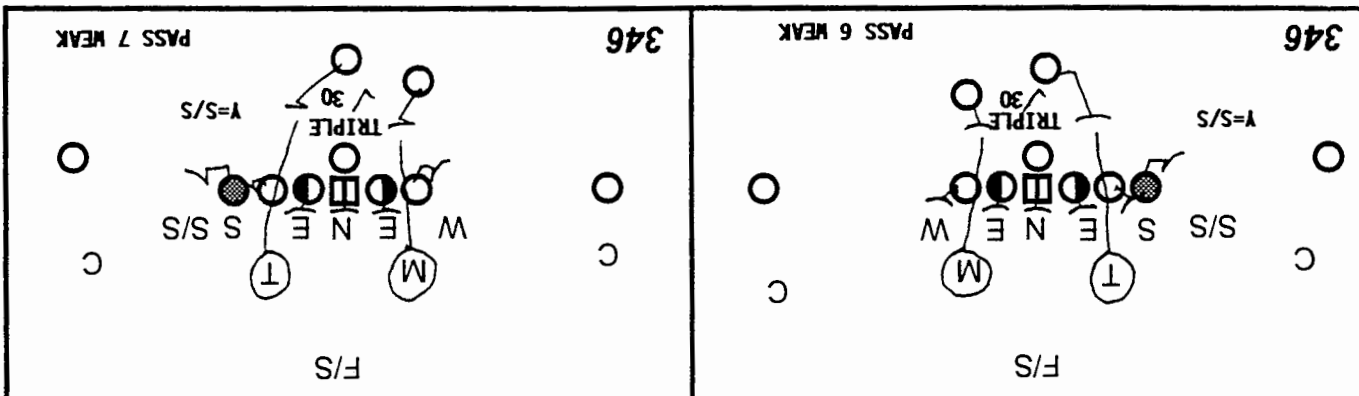
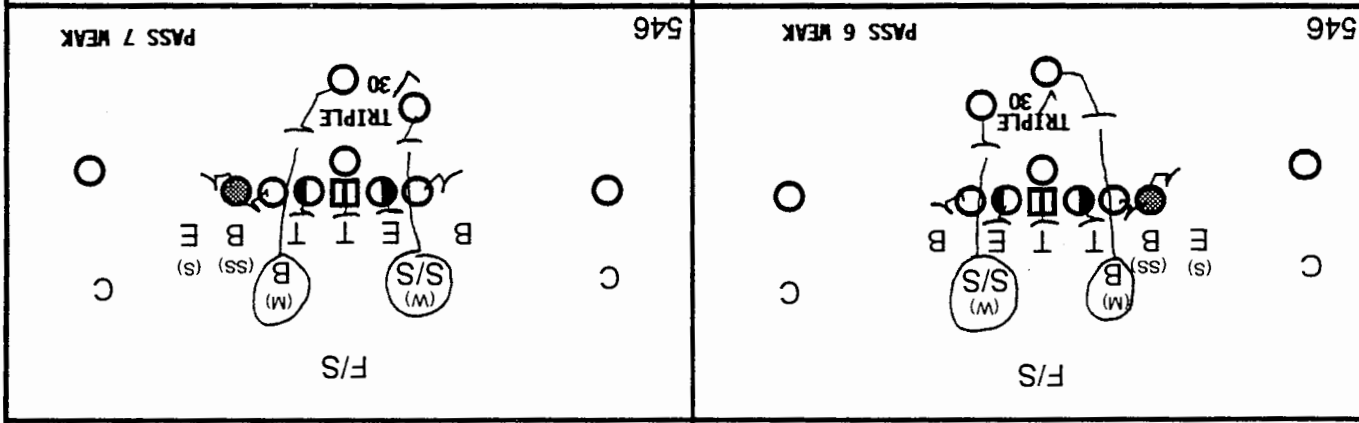
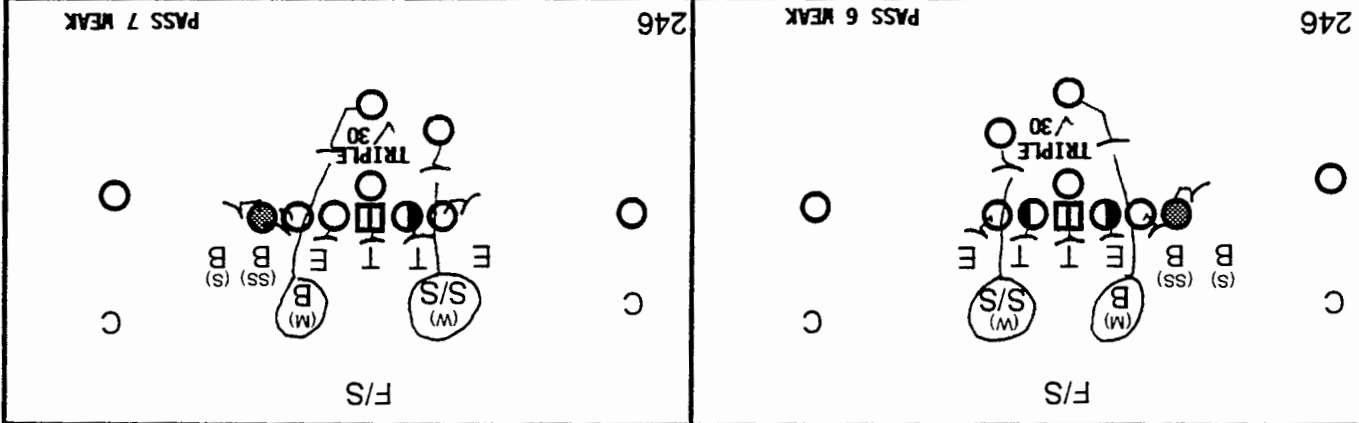
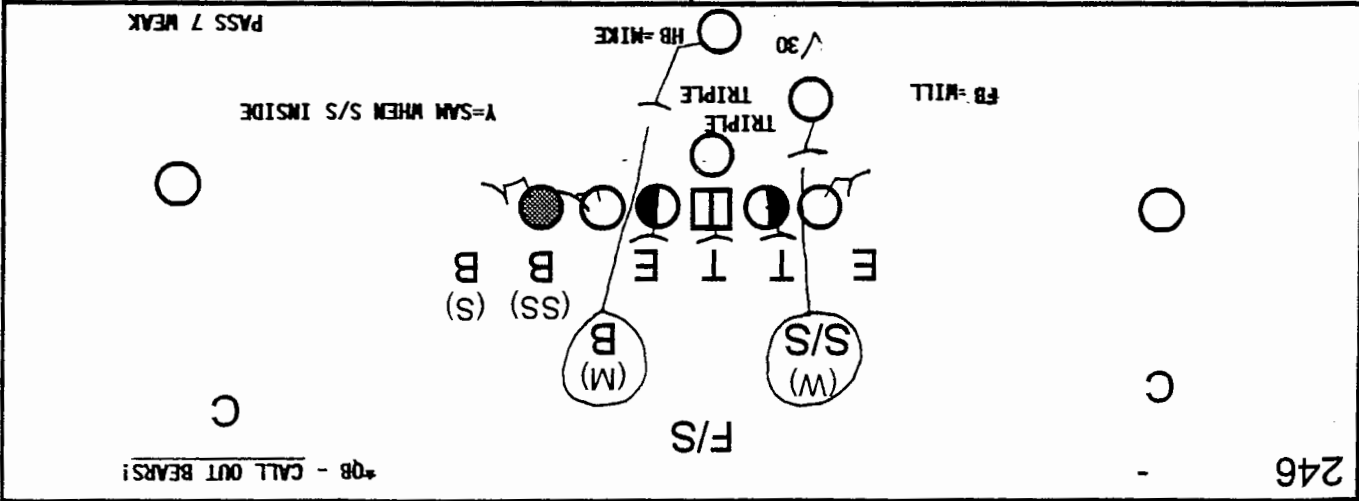
Bear Pass Protections

Slide Rt-Lt



Pass 6-7 Weak

Bear Pass Protections



Bear Pass Protections

Pass 8-9 Strong

